



# NBA OFFICIATING Last Two Minute Report

Below is the league's assessment of officiated events that occurred in the last two minutes of last night's games which were within five points at the two-minute mark (and during overtime, where applicable). The plays assessed include all calls (whistles) and notable non-calls. Notable non-calls will generally be defined as material plays directly related to the outcome of a possession. Similar to our instant replay standards, there must be clear and conclusive video evidence in order to make a determination that a play was incorrectly officiated. Events that are indirectly related to the outcome of a possession (e.g., a non-call on contact away from the play) and/or plays that are only observable with the help of a stop-watch, zoom or other technical support, are noted in brackets along with the explanatory comments but are not deemed to be incorrectly officiated. The league may change its view after further review. If you have any questions, please contact the NBA [here](#).

## Hornets (106) @ Wizards (109) (Dec 14, 2016)

(CC = Correct Call, IC = Incorrect Call, CNC = Correct Non-Call, INC = Incorrect Non-Call)

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
Q4	01:58.0	Foul: Offensive	Cody Zeller	Kelly Oubre		<a href="#">Video</a>
<b>Comment:</b>	<i>[Incidental or immaterial] Zeller (CHA) pushes Oubre (WAS) during the screen.</i>					
Q4	01:55.0	Foul: Personal	Marcin Gortat	Cody Zeller	CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Gortat (WAS) makes contact with Zeller (CHA) that affects his SQBR.</i>					
Q4	01:45.0	Foul: Personal	Cody Zeller	John Wall	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Zeller (CHA) maintains legal guarding position and makes marginal contact with Wall (WAS) that does not affect his SQBR.</i>					
Q4	01:44.0	Foul: Shooting	Cody Zeller	Kelly Oubre	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Zeller (CHA) maintains legal guarding position on the shot attempt by Oubre (WAS).</i>					
Q4	01:44.0	Foul: Shooting	Nicolas Batum	Kelly Oubre	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Batum (CHA) legally contests Oubre's (WAS) shot attempt and the contact is incidental.</i>					
Q4	01:03.0	Foul: Offensive	Cody Zeller	Bradley Beal	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Zeller (CHA) sets the screen on Beal (WAS) and gives him room to avoid the contact.</i>					
Q4	00:59.8	Foul: Personal	John Wall	Michael Kidd-Gilchrist	INC	<a href="#">Video</a>
<b>Comment:</b>	<i>Wall (WAS) makes contact with Kidd-Gilchrist (CHA) that affects his SQBR.</i>					
Q4	00:38.8	Foul: Offensive	Otto Porter	Kemba Walker	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Porter (WAS) sets the screen on Walker (CHA) and gives him room to avoid the contact.</i>					
Q4	00:37.3	Foul: Shooting	Cody Zeller	John Wall	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Zeller (CHA) obtains a legal guarding position and jumps vertically to defend Wall's (WAS) driving shot attempt.</i>					
Q4	00:35.5	Foul: Offensive	Cody Zeller	John Wall	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Zeller (CHA) sets the screen on Wall (WAS) and the two players briefly engage and separate.</i>					
Q4	00:32.6	Foul: Offensive	Cody Zeller	Otto Porter	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Zeller (CHA) plants his foot and firms up, and the contact on the screen is to Porter's (WAS) chest.</i>					
Q4	00:24.6	Foul: Personal	Nicolas Batum	Bradley Beal	CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Batum (CHA) makes body to body contact with Beal (WAS) that affects his SQBR.</i>					
Q4	00:20.1	Foul: Offensive	Cody Zeller	Bradley Beal	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Zeller (CHA) sets the screen on Beal (WAS) and gives him room to avoid the contact.</i>					
Q4	00:17.1	Foul: Personal	Marco Belinelli	John Wall	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Belinelli (CHA) maintains legal guarding position on Wall (WAS), and Batum (CHA) cleanly makes contact with the ball.</i>					
Q4	00:09.6	Foul: Personal	Kemba Walker	John Wall	CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Walker (CHA) commits a take foul on Wall (WAS).</i>					
Q4	00:08.9	Foul: Offensive	Cody Zeller	John Wall	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Zeller (CHA) and Wall (WAS) briefly engage and separate away from the play.</i>					
Q4	00:05.7	Foul: Loose Ball	Cody Zeller	Marcus Thornton	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Zeller (CHA) and Thornton (WAS) make incidental contact with one another during rebounding.</i>					
Q4	00:02.1	Foul: Shooting	Otto Porter	Kemba Walker	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Porter (WAS) legally contests Walker's (CHA) jump shot attempt. Any "high-five" contact after the release is considered incidental.</i>					

Common Play Abbreviations: SQBR - Speed, Quickness, Balance, Rhythm; POC - Point of Contact; OOB - Out of Bounds; FOM - Freedom of Movement

Common Camera Abbreviations: L/RHH - Left or Right Hand Held; L/RATR - Left or Right Above the Rim; L/RO - Slash - Left or Right Slash

For more information about the rules, go to <http://www.nba.com/news/officiating> for rule and case books, the NBA Video Rulebook, Misunderstood Rule Explanations and other information