



# 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](#).

## Celtics (112) @ Bucks (108) (Jan 28, 2017)

(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	01:40.0	Foul: Shooting	Kelly Olynyk	Greg Monroe	CC	<a href="#">Video</a>
<b>Comment:</b>	Olynyk (BOS) makes contact to Monroe's (MIL) head affecting his shot attempt.					
Q4	01:29.0	Foul: Defense 3 Second	Greg Monroe		INC	<a href="#">Video</a>
<b>Comment:</b>	Monroe (MIL) is in the paint without actively guarding an opponent for longer than three seconds.					
Q4	01:26.0	Foul: Shooting	Greg Monroe	Isaiah Thomas	CNC	<a href="#">Video</a>
<b>Comment:</b>	Monroe (MIL) obtains a legal guarding position and jumps vertically on the driving shot attempt by Thomas (BOS).					
Q4	01:05.0	Foul: Personal	Jaylen Brown	Matthew Dellavedova	CNC	<a href="#">Video</a>
<b>Comment:</b>	Brown (BOS) makes marginal contact with Dellavedova (MIL) that does not affect his SQBR.					
Q4	01:02.0	Instant Replay: Support Ruling			CC	<a href="#">Video</a>
<b>Comment:</b>	After communicating with the Replay Center, the ruling on the floor of BOS possession is confirmed.					
Q4	00:54.5	Foul: Shooting	Jabari Parker	Isaiah Thomas	CNC	<a href="#">Video</a>
<b>Comment:</b>	Parker (MIL) maintains legal guarding position as he defends Thomas' (BOS) drive to the basket and shot attempt.					
Q4	00:39.3	Foul: Personal	Jae Crowder	Giannis Antetokounmpo	CNC	<a href="#">Video</a>
<b>Comment:</b>	Crowder (BOS) makes marginal contact with Antetokounmpo (MIL) that does not affect his FOM.					
Q4	00:37.2	Foul: Shooting	Marcus Smart	Greg Monroe	CC	<a href="#">Video</a>
<b>Comment:</b>	Smart (BOS) makes contact to Monroe's (MIL) arm affecting his shot attempt.					
Q4	00:37.2	Foul: Loose Ball	Kelly Olynyk	Jabari Parker	CNC	<a href="#">Video</a>
<b>Comment:</b>	Olynyk (BOS) and Parker (MIL) briefly engage and separate during rebounding.					
Q4	00:37.2	Violation: Lane	Isaiah Thomas	Greg Monroe		<a href="#">Video</a>
<b>Comment:</b>	[Incidental or immaterial] Thomas (BOS) enters the area inside the three-point line prior to the free throw being released.					
Q4	00:36.8	Instant Replay: Support Ruling			CC	<a href="#">Video</a>
<b>Comment:</b>	After communicating with the Replay Center, the ruling on the floor of BOS possession is confirmed.					
Q4	00:28.3	Foul: Defense 3 Second	Giannis Antetokounmpo			<a href="#">Video</a>
<b>Comment:</b>	[Detectable with stop watch] Antetokounmpo (MIL) is in the paint without actively guarding an opponent for longer than three seconds.					
Q4	00:05.5	Foul: Defense 3 Second	Jabari Parker			<a href="#">Video</a>
<b>Comment:</b>	[Detectable with stop watch] Parker (MIL) is in the paint without actively guarding an opponent for longer than three seconds.					
Q4	00:03.0	Foul: Shooting	Matthew Dellavedova	Isaiah Thomas	CNC	<a href="#">Video</a>
<b>Comment:</b>	Dellavedova (MIL) makes marginal contact with Thomas (BOS) on the jump shot attempt and does not take away his landing space.					

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