









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 that were at or within three points during any point in the last two-minutes of the fourth quarter (and 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](#).

Heat (109) @ Trail Blazers (115) February 9, 2020

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
	<div></div>					
	02:08.1	To	01:49.0			
	Q4	01:57.0	Foul: Personal	CJ McCollum	Goran Dragic	CC
Comment:	McCollum (POR) makes body to body contact with Dragic (MIA) prior to his upward shooting motion.					
Q4	01:52.0	Foul: Loose Ball	Jae Crowder	Hassan Whiteside	CNC	Video
Comment:	Crowder (MIA) makes slight contact with Whiteside (POR) during the rebound.					
	<div></div>					
	01:49.1	To	01:30.0			
	Q4	01:34.0	Foul: Personal	Andre Iguodala	Trevor Ariza	INC
Comment:	After the pick, Iguodala (MIA) continues to move into and affects Ariza's (POR) FOM.					
Q4	01:34.0	Foul: Offensive	Trevor Ariza	Andre Iguodala	CNC	Video
Comment:	Ariza (POR) is firming up and makes marginal contact with Iguodala (MIA) during the pick.					
Q4	01:30.0	Foul: Personal	Bam Adebayo	Hassan Whiteside	IC	Video
Comment:	Adebayo (MIA) cleanly dislodges the basketball, any additional contact to Whiteside's (POR) arm is deemed incidental.					
	<div></div>					
	01:30.1	To	01:13.0			
	Q4	01:22.0	Foul: Offensive	Bam Adebayo	Trevor Ariza	CNC
Comment:	Adebayo (MIA) sets the screen on Ariza (POR) and gives him room to avoid the contact.					
Q4	01:15.0	Foul: Shooting	CJ McCollum	Goran Dragic	CNC	Video
Comment:	McCollum (POR) legally contests Dragic's (MIA) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
	<div></div>					
	01:13.1	To	00:56.6			
	Q4	00:57.7	Foul: Shooting	Jae Crowder	Damian Lillard	CNC
Comment:	Crowder (MIA) maintains a legal guarding position and cleanly blocks Lillard's (POR) shot attempt.					
	<div></div>					
	00:46.6	To	00:25.6			
	Q4	00:27.1	Foul: Shooting	Jae Crowder	Damian Lillard	CNC
Comment:	Crowder (MIA) has a resting hand on Lillard's (POR) body during his shot attempt.					
Q4	00:25.6	Foul: Offensive	Bam Adebayo	Trevor Ariza	CNC	Video
Comment:	Adebayo (MIA) is firming up and sets the pick on Ariza (POR), the two make marginal contact with one another as they disengage from the pick.					
	<div></div>					
	00:25.7	To	00:14.8			
	Q4	00:24.9	Foul: Shooting	Damian Lillard	Duncan Robinson	CNC
Comment:	Lillard (POR) makes some contact with Robinson (MIA) after he extends his leg unnaturally on his follow through.					



NBA OFFICIATING Last Two Minute Report

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
						
	00:14.9 To 00:11.5					
Q4	00:11.5	Foul: Personal	Bam Adebayo	Hassan Whiteside	CC	Video
Comment:	Adebayo (MIA) commits a take foul on Whiteside (POR).					
						
	00:11.6 To 00:06.0					
Q4	00:06.0	Foul: Loose Ball	CJ McCollum	Jae Crowder	CC	Video
Comment:	McCollum (POR) dislodges Crowder (MIA), affecting his ability to retrieve the rebound.					

Event Assessments: CC = Correct Call, IC = Incorrect Call, CNC = Correct Non-Call, INC = Incorrect Non-Call

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. [NBA Rules](#)