



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](#).

Heat (114) @ Celtics (117) (Dec 30, 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	01:59.0	Foul: Personal	Hassan Whiteside	Isaiah Thomas	CNC	Video
Comment:	<i>Whiteside (MIA) makes incidental contact with Thomas (BOS) that does not affect his SQBR.</i>					
Q4	01:58.0	Foul: Shooting	Justise Winslow	Isaiah Thomas	CNC	Video
Comment:	<i>Winslow (MIA) maintains legal guarding position and makes incidental contact with Thomas (BOS) that does not affect his drive to the basket and shot attempt.</i>					
Q4	01:43.0	Turnover: Traveling	Hassan Whiteside		CNC	Video
Comment:	<i>RATR shows Whiteside (MIA) makes a legal play and does not travel.</i>					
Q4	01:37.0	Foul: Personal	Jae Crowder	Hassan Whiteside	CNC	Video
Comment:	<i>Crowder (BOS) makes incidental contact with Whiteside (MIA).</i>					
Q4	01:37.0	Foul: Loose Ball	Hassan Whiteside	Al Horford	INC	Video
Comment:	<i>Whiteside (MIA) grabs Horford's (BOS) jersey and affects his ability to retrieve the rebound.</i>					
Q4	01:36.0	Instant Replay: Overturn Ruling			CC	Video
Comment:	<i>After communicating with the Replay Center, the ruling on the court (Celtics ball) was overturned.</i>					
Q4	01:28.0	Foul: Personal	Jae Crowder	Tyler Johnson	CNC	Video
Comment:	<i>Crowder (BOS) makes incidental contact with Johnson (MIA) that does not affect his SQBR.</i>					
Q4	01:23.0	Foul: Personal	Josh Richardson	Isaiah Thomas	CC	Video
Comment:	<i>Richardson (MIA) makes contact with Thomas (BOS) that affects his SQBR.</i>					
Q4	01:02.0	Foul: Shooting	James Johnson	Isaiah Thomas	CNC	Video
Comment:	<i>Johnson (MIA) makes incidental contact with Thomas (BOS) that does not affect his jump shot attempt.</i>					
Q4	00:43.1	Foul: Personal	James Johnson	Isaiah Thomas	CNC	Video
Comment:	<i>Johnson (MIA) makes incidental contact with Thomas (BOS) that does not affect his SQBR.</i>					
Q4	00:34.2	Foul: Shooting	Marcus Smart	Tyler Johnson	CNC	Video
Comment:	<i>Smart (BOS) legally contests Johnson's (MIA) jump shot attempt. Any "high-five" contact after the release is considered incidental.</i>					
Q4	00:31.8	Foul: Loose Ball	Justise Winslow	Al Horford	CC	Video
Comment:	<i>Winslow (MIA) clamps the arm of Horford (BOS), affecting his ability to retrieve the rebound.</i>					
Q4	00:13.6	Foul: Personal	Josh Richardson	Isaiah Thomas	CNC	Video
Comment:	<i>Richardson (MIA) makes incidental contact with Thomas (BOS) that does not affect his SQBR.</i>					
Q4	00:11.3	Foul: Personal	James Johnson	Isaiah Thomas	CC	Video
Comment:	<i>Johnson (MIA) makes contact with Thomas (BOS) that affects his SQBR.</i>					
Q4	00:06.2	Foul: Personal	Tyler Johnson	Marcus Smart	CC	Video
Comment:	<i>Johnson (MIA) commits a take foul on Smart (BOS).</i>					
Q4	00:00.0	Instant Replay: Support Ruling			CC	Video
Comment:	<i>After communicating with the Replay Center, the ruling on the court (FGM before game clock expires) was confirmed.</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