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.

Hawks (107) @ Wizards (114) (Apr 16, 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	01:50.0	Foul: Personal	Mike Muscala	John Wall	CNC	Video
Comment:	Muscala (ATL) makes marginal contact with Wall (WAS) that does not affect his SQBR.					
Q4	01:46.0	Foul: Shooting	Kent Bazemore	Otto Porter Jr.	CC	Video
Comment:	Bazemore (ATL) makes contact to Porter Jr.'s (WAS) arm that affects his shot attempt.					
Q4	01:43.0	Foul: Offensive	Kent Bazemore	Bradley Beal	CNC	Video
Comment:	Bazemore (ATL) makes marginal contact with Beal (WAS) off ball.					
Q4	01:40.0	Foul: Offensive	Dwight Howard	John Wall	CNC	Video
Comment:	Howard (ATL) firms up his position and sets the screen on Wall (WAS).					
Q4	01:33.0	Foul: Loose Ball	Marcin Gortat	Dwight Howard	INC	Video
Comment:	Gortat (WAS) clamps the arm of Howard (ATL) and affects his ability to retrieve the rebound.					
Q4	01:15.0	Foul: Personal	Dwight Howard	Marcin Gortat	CNC	Video
Comment:	Howard (ATL) makes incidental contact with Gortat (WAS) that does not affect his FOM.					
Q4	01:13.0	Foul: Personal	Dwight Howard	John Wall	CC	Video
Comment:	Howard (ATL) makes contact to Wall (WAS) that affects his SQBR.					
Q4	01:10.0	Foul: Personal	Otto Porter Jr.	Dennis Schroder	CNC	Video
Comment:	Porter Jr. (WAS) makes marginal contact with Schroder (ATL) that does not affect his SQBR.					
Q4	01:09.0	Foul: Shooting	Otto Porter Jr.	Dennis Schroder	CNC	Video
Comment:	Porter Jr. (WAS) cleanly deflects the ball away from Schroder (ATL) on his drive to the basket.					
Q4	01:08.0	Stoppage: Out-of-Bounds			CC	Video
Comment:	The ball is last touched by Porter Jr. (WAS) prior to going OOB.					
Q4	00:59.5	Foul: Personal	Bradley Beal	Dennis Schroder	CNC	Video
Comment:	Beal (WAS) maintains legal guarding position on the drive to the basket by Schroder (ATL).					
Q4	00:28.7	Foul: Personal	Kelly Oubre Jr.	Kent Bazemore	CNC	Video
Comment:	Oubre Jr. (WAS)	makes marginal contact with Bazemore	e (ATL) that does not affect his SQBR.			
Q4	00:27.3	Foul: Personal	Otto Porter Jr.	Kent Bazemore	CC	Video
Comment:	Porter Jr. (WAS) makes contact to Bazemore's (ATL) arm that affects his SQBR.					
Q4	00:27.3	Foul: Loose Ball	Marcin Gortat	Mike Muscala	INC	Video
Comment:	Gortat (WAS) faces up with Muscala (ATL) and holds him, affecting his ability to retrieve the rebound.					
Q4	00:26.6	Foul: Loose Ball	Mike Muscala	John Wall	CNC	Video
Comment:	Muscala (ATL) and Wall (WAS) make incidental contact with one another during rebounding.					
Q4	00:21.2	Foul: Personal	Otto Porter Jr.	Kent Bazemore	CNC	Video
Comment:	Porter Jr. (WAS) makes incidental contact with Bazemore (ATL) that does not affect his SQBR.					
Q4	00:18.8	Foul: Shooting	Otto Porter Jr.	Kent Bazemore	CNC	Video
Comment:	Porter Jr. (WAS) maintains legal guarding position and makes incidental contact with Bazemore (ATL) that does not affect his drive to the basket and shot attempt.					

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

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

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