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.

Pistons (102) @ Lakers (97) (Jan 15, 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	01:36.0	Foul: Offensive	Julius Randle	Reggie Jackson	CNC	Video
Comment:		Randle (LAL) sets the screen on Jackson (DET) and gives him room to avoid the contact.				
Q4	01:33.0	Foul: Shooting	Stanley Johnson	Brandon Ingram	CC	Video
Comment:		Johnson (DET) jumps from point A to point B and makes contact with Ingram (LAL) that affects his shot attempt.				
Q4	01:19.0	Foul: Offensive	Tobias Harris	D'Angelo Russell	CNC	Video
Comment:		Harris (DET) sets the screen on Russell (LAL) and gives him room to avoid the contact.				
Q4	01:13.0	Foul: Shooting	D'Angelo Russell	Reggie Jackson	CNC	Video
Comment:		Russell (LAL) maintains legal guarding position and makes incidental contact with Jackson (DET) that does not affect his drive to the basket and shot attempt.				
Q4	01:12.0	Foul: Loose Ball	Andre Drummond	Julius Randle	CNC	Video
Comment:		Drummond (DET) makes incidental contact with Randle (LAL) during rebounding.				
Q4	01:00.0	Foul: Offensive	Julius Randle	Reggie Jackson	CNC	Video
Comment:		Randle (LAL) sets the screen on Jackson (DET) and gives him room to avoid the contact.				
Q4	00:58.7	Foul: Offensive	Julius Randle	Tobias Harris	CNC	Video
Comment:		Randle (LAL) sets the screen on Harris (DET) and gives him room to avoid the contact.				
Q4	00:31.4	Foul: Shooting	Luol Deng	Tobias Harris	CNC	Video
Comment:		Deng (LAL) allows Harris (DET) to land following the jump shot attempt.				
Q4	00:25.4	Foul: Shooting	Reggie Jackson	Lou Williams	CNC	Video
Comment:		Jackson (DET) legally contests Williams' (LAL) jump shot attempt. Any "high-five" contact after the release is considered incidental.				
Q4	00:21.0	Foul: Shooting	Stanley Johnson	D'Angelo Russell	CNC	Video
Comment:		Johnson (DET) makes incidental contact with Russell (LAL) that does not affect his jump shot attempt.				
Q4	00:16.2	Foul: Personal	Luol Deng	Tobias Harris	CC	Video
Comment:		Deng (LAL) commits a take foul on Harris (DET).				
Q4	00:15.3	Foul: Personal	Lou Williams	Marcus Morris	CC	Video
Comment:		Williams (LAL) commits a take foul on Morris (DET).				
Q4	00:11.3	Foul: Shooting	Stanley Johnson	Nick Young	CNC	Video
Comment:		Johnson (DET) legally contests Young's (LAL) jump shot attempt. Any "high-five" contact after the release is considered incidental.				
Q4	00:08.6	Foul: Personal	Tobias Harris	D'Angelo Russell	CC	Video
Comment:		Harris (DET) makes contact with Russell (LAL) that affects his SQBR.				
Q4	00:07.8	Foul: Personal	Nick Young	Reggie Jackson	CC	Video
Comment:		Young (LAL) commits a take foul on Jackson (DET).				
Q4	00:03.6	Foul: Shooting	Tobias Harris	D'Angelo Russell	CNC	Video
Comment:		Harris (DET) legally contests Russell's (LAL) jump 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

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

01/16/2017 03:51:43PM