



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](#).

Kings (98) @ Clippers (97) (Mar 26, 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	01:57.0	Foul: Shooting	Willie Cauley-Stein	Blake Griffin	CC	Video
Comment:	<i>Cauley-Stein (SAC) makes contact to the body of Griffin (LAC), affecting his shot attempt.</i>					
Q4	01:44.0	Turnover: Traveling	Ben McLemore	Jamal Crawford		Video
Comment:	<i>[Observable in enhanced video] RO SLA shows McLemore (SAC) lift his pivot foot prior to starting his dribble.</i>					
Q4	01:11.0	Turnover: 24 Second Violation			CC	Video
Comment:	<i>Correctly called 24 second violation.</i>					
Q4	01:03.0	Violation: Kicked Ball	Chris Paul		CC	Video
Comment:	<i>Paul (LAC) intentionally kicks the ball on the play.</i>					
Q4	00:59.2	Foul: Offensive	Willie Cauley-Stein	Chris Paul	CC	Video
Comment:	<i>Cauley-Stein (SAC) turns into Paul (LAC) without giving him room to avoid the contact.</i>					
Q4	00:48.3	Foul: Defense 3 Second	Ben McLemore		CNC	Video
Comment:	<i>McLemore (SAC) clears the lane within three seconds.</i>					
Q4	00:45.5	Foul: Offensive	DeAndre Jordan	Anthony Tolliver	CNC	Video
Comment:	<i>Jordan (LAC) sets the screen on Tolliver (SAC) and gives him room to avoid the contact.</i>					
Q4	00:32.9	Foul: Shooting	Austin Rivers	Buddy Hield	CNC	Video
Comment:	<i>Rivers (LAC) legally contests Hield's (SAC) jump shot attempt.</i>					
Q4	00:11.8	Foul: Shooting	Ben McLemore	Jamal Crawford	CNC	Video
Comment:	<i>McLemore (SAC) legally contests Crawford's (LAC) jump shot attempt. Any "high-five" contact after the release is considered incidental.</i>					
Q4	00:05.1	Foul: Shooting	Blake Griffin	Ben McLemore	CNC	Video
Comment:	<i>Griffin (LAC) obtains a legal guarding position and jumps vertically as he contests McLemore's (SAC) driving shot attempt.</i>					
Q4	00:03.0	Foul: Shooting	Blake Griffin	Willie Cauley-Stein	CNC	Video
Comment:	<i>Griffin (LAC) makes marginal contact with Cauley-Stein (SAC) that does not affect his shot attempt.</i>					
Q4	00:01.8	Foul: Personal	Langston Galloway	Chris Paul	CNC	Video
Comment:	<i>Galloway (SAC) makes incidental contact with Paul (LAC) that does not affect his FOM.</i>					
Q4	00:01.8	Foul: Offensive	DeAndre Jordan	Langston Galloway	CNC	Video
Comment:	<i>Jordan (LAC) sets the screen on Galloway (SAC) and gives him room to avoid the contact.</i>					
Q4	00:01.3	Foul: Shooting	Buddy Hield	Chris Paul	CNC	Video
Comment:	<i>Hield (SAC) legally contests Paul's (LAC) jump shot attempt. Any "high-five" contact after the release is considered incidental.</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