



# 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](#).

## Wizards (101) @ Heat (112) (Dec 12, 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	02:00.0	Instant Replay: Overturn Ruling			CC	<a href="#">Video</a>
<b>Comment:</b>	After communicating with the Replay Center, the ruling on the court was overturned and Miami is given possession.					
Q4	01:41.0	Foul: Shooting	Bradley Beal	Goran Dragic	INC	<a href="#">Video</a>
<b>Comment:</b>	LO SLA shows that Beal (WAS) makes contact with Dragic's (MIA) head on the shot attempt.					
Q4	01:30.0	Foul: Offensive	Marcin Gortat	Tyler Johnson	CNC	<a href="#">Video</a>
<b>Comment:</b>	Gortat (WAS) sets the screen on Johnson (MIA) and gives him room to avoid the contact.					
Q4	00:55.0	Foul: Shooting	Tyler Johnson	John Wall	CNC	<a href="#">Video</a>
<b>Comment:</b>	Johnson (MIA) makes marginal contact with Wall (WAS) that does not affect his driving shot attempt.					
Q4	00:46.0	Foul: Personal	Markieff Morris	Goran Dragic	CNC	<a href="#">Video</a>
<b>Comment:</b>	Morris (WAS) makes marginal contact with Dragic (MIA) that does not affect his SQBR.					
Q4	00:42.4	Foul: Offensive	Marcin Gortat	Josh Richardson	CC	<a href="#">Video</a>
<b>Comment:</b>	Gortat (WAS) slides into Richardson (MIA) and affects his movement through the screen.					
Q4	00:34.3	Foul: Personal	Markieff Morris	James Johnson	CC	<a href="#">Video</a>
<b>Comment:</b>	Morris (WAS) commits a take foul on Johnson (MIA).					
Q4	00:28.5	Foul: Personal	Bradley Beal	Hassan Whiteside	CC	<a href="#">Video</a>
<b>Comment:</b>	Beal (WAS) commits a take foul on Whiteside (MIA).					

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