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.

## Celtics (111) @ Cavaliers (108) (May 21, 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	01:49.0	Foul: Personal	Marcus Smart	Kyrie Irving	CNC	Video
Comment:	Smart (BOS) makes contact with Irving's (CLE) jersey but does not affect his SQBR.					
Q4	01:46.0	Foul: Personal	Marcus Smart	JR Smith	CNC	Video
Comment:	Smart (BOS) makes marginal contact with Smith (CLE) that does not affect his SQBR.					
Q4	01:44.0	Foul: Shooting	Kelly Olynyk	Kevin Love	CNC	Video
Comment:	Olynyk (BOS) legally contests Love's (CLE) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	01:34.0	Foul: Offensive	Al Horford	JR Smith	CNC	Video
Comment:	Horford (BOS) sets the screen on Smith (CLE) and gives him room to avoid the contact.					
Q4	01:26.0	Turnover: Traveling	Avery Bradley			Video
Comment:	[Observable in enhanced video] Bradley (BOS) lifts his pivot foot at the start of his dribble.					
Q4	01:19.0	Instant Replay: Support Ruling			CC	Video
Comment:	After commun	icating with the Replay Center, the ruling o	on the floor of a 3pt field goal at the 3:10 mark is confir	med.		
Q4	01:19.0	Foul: Shooting	JR Smith	Marcus Smart	CC	Video
Comment:	Smith (CLE) jumps from point A to point B into the body of Smart (BOS) and the contact affects his jump shot attempt.					
Q4	01:06.0	Foul: Shooting	Marcus Smart	Kyrie Irving	CNC	Video
Comment:	Smart (BOS) allows Irving (CLE) to land following the jump shot attempt.					
Q4	00:48.6	Foul: Personal	Tristan Thompson	Al Horford	CNC	Video
Comment:	Thompson (CLE) makes marginal contact with Horford (BOS) that does not affect his SQBR and shot attempt.					
Q4	00:47.5	Foul: Offensive	Al Horford	Tristan Thompson	CNC	Video
Comment:	Horford (BOS) makes incidental contact with Thompson (CLE) on the shot attempt.					
Q4	00:40.6	Foul: Personal	Jae Crowder	LeBron James	CNC	Video
Comment:	Crowder (BOS) makes marginal contact with James (CLE) that does not affect his SQBR.					
Q4	00:35.3	Foul: Offensive	Marcus Smart	Kyrie Irving	INC	Video
Comment:	Smart (BOS) continues moving into Irving (CLE) and affects his ability to defend the play.					
Q4	00:32.3	Other				Video
Comment:	Jerebko's (BOS) foot is touching the three-point arc and the shot is correctly ruled a 2pt field goal on the floor.					
Q4	00:22.3	Foul: Personal	Jae Crowder	Kevin Love	CNC	Video
Comment:	Crowder (BOS) makes marginal contact with Love (CLE) off ball.					
Q4	00:17.4	Foul: Personal	Al Horford	LeBron James	CNC	Video
Comment:	Horford (BOS) makes marginal contact with James (CLE) that does not affect his SQBR.					
Q4	00:14.4	Turnover: Traveling	Kyrie Irving			Video
Comment:	[Observable in enhanced video] RATR shows Irving (CLE) slide his pivot foot at the start of the dribble.					
Q4	00:04.1	Foul: Offensive	Al Horford	Tristan Thompson	CNC	Video
Comment:	Horford (BOS) sets the screen on Thompson (CLE) and gives him room to avoid the contact.					

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

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