



# 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](#).

## Rockets (102) @ Thunder (99) (Dec 09, 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	01:56.0	Foul: Shooting	Patrick Beverley	Russell Westbrook	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Beverley (HOU) makes clean contact with the ball on the drive to the basket by Westbrook (OKC).</i>					
Q4	01:54.0	Stoppage: Out-of-Bounds			CC	<a href="#">Video</a>
<b>Comment:</b>	<i>The ball is deflected out of bounds by Anderson (HOU) and possession is awarded to the Thunder.</i>					
Q4	01:47.0	Foul: Shooting	James Harden	Russell Westbrook	CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Harden (HOU) makes contact with Westbrook's (OKC) body that affects his driving shot attempt.</i>					
Q4	01:32.0	Foul: Shooting	Ryan Anderson	Russell Westbrook	INC	<a href="#">Video</a>
<b>Comment:</b>	<i>Anderson (HOU) makes contact with Westbrook's (OKC) head on the the driving shot attempt.</i>					
Q4	01:11.0	Foul: Shooting	Andre Roberson	James Harden	INC	<a href="#">Video</a>
<b>Comment:</b>	<i>RATR shows Roberson (OKC) does not allow Harden (HOU) to land following the jump shot attempt.</i>					
Q4	00:55.9	Foul: Offensive	Russell Westbrook	Ryan Anderson	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Westbrook (OKC) does not go through Anderson's (HOU) space on the perimeter.</i>					
Q4	00:54.4	Foul: Personal	Patrick Beverley	Russell Westbrook	CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Beverley (HOU) makes body to body contact with Westbrook (OKC) that affects his SQBR.</i>					
Q4	00:41.2	Foul: Defense 3 Second	Russell Westbrook		INC	<a href="#">Video</a>
<b>Comment:</b>	<i>LATR shows Westbrook (OKC) is in the paint without actively guarding an opponent for longer than three seconds.</i>					
Q4	00:35.4	Foul: Shooting	Andre Roberson	James Harden	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Roberson (OKC) maintains legal guarding position and Harden (HOU) initiates the contact.</i>					
Q4	00:31.0	Turnover: Traveling	Victor Oladipo		CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Oladipo (OKC) does not immediately have possession on the drive to the basket, and he takes two legal steps upon gathering the ball.</i>					
Q4	00:28.7	Instant Replay: Support Ruling			CC	<a href="#">Video</a>
<b>Comment:</b>	<i>After communicating with the Replay Center, the ruling on the court (Thunder ball) was upheld.</i>					
Q4	00:22.0	Foul: Shooting	Patrick Beverley	Russell Westbrook	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Beverley (HOU) maintains legal guarding position and makes incidental contact with Westbrook (OKC) that does not affect his drive to the basket and shot attempt.</i>					
Q4	00:17.8	Instant Replay: Support Ruling			CC	<a href="#">Video</a>
<b>Comment:</b>	<i>After communicating with the Replay Center, the ruling on the court (Thunder ball) was upheld.</i>					
Q4	00:17.8	Foul: Offensive	Steven Adams	Patrick Beverley	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Adams (OKC) sets the screen on Beverley (HOU) and gives him room to avoid the contact.</i>					
Q4	00:08.5	Foul: Shooting	Patrick Beverley	Russell Westbrook	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Beverley (HOU) legally contests Westbrook's (OKC) jump shot attempt. Any "high-five" contact after the release is considered incidental.</i>					
Q4	00:05.8	Foul: Personal	Andre Roberson	Trevor Ariza	CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Roberson (OKC) makes body to body contact with Ariza (HOU) that affects his SQBR.</i>					
Q4	00:04.5	Foul: Shooting	James Harden	Anthony Morrow	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Harden (HOU) legally contests Morrow's (OKC) 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