



# 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 (125) @ Trail Blazers (124) (Jan 08, 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	01:41.0	Foul: Offensive	Mason Plumlee	Kentavious Caldwell-Pope	CNC	<a href="#">Video</a>
<b>Comment:</b>	Plumlee (POR) sets the screen on Caldwell-Pope (DET) and gives him room to avoid the contact.					
Q4	01:39.0	Instant Replay: Overturn Ruling			CC	<a href="#">Video</a>
<b>Comment:</b>	After communicating with the Replay Center, the call on the floor (POR ball) was overturned. DET ball.					
Q4	01:24.0	Foul: Personal	Kentavious Caldwell-Pope	CJ McCollum	CNC	<a href="#">Video</a>
<b>Comment:</b>	Caldwell-Pope (DET) makes incidental contact with McCollum (POR) that does not affect his SQBR.					
Q4	01:23.0	Foul: Offensive	Mason Plumlee	Reggie Jackson	CNC	<a href="#">Video</a>
<b>Comment:</b>	Plumlee (POR) sets the screen on Jackson (DET) and gives him room to avoid the contact.					
Q4	01:00.0	Turnover: 3 Second Violation	Andre Drummond			<a href="#">Video</a>
<b>Comment:</b>	[Detectable with stop watch] Drummond (DET) is in the paint for longer than three seconds.					
Q4	00:48.1	Instant Replay: Support Ruling			CC	<a href="#">Video</a>
<b>Comment:</b>	After communicating with the Replay Center, the ruling on the court (3PT FGM) was upheld.					
Q4	00:26.7	Foul: Offensive	Reggie Jackson	Damian Lillard	CNC	<a href="#">Video</a>
<b>Comment:</b>	Jackson (DET) makes marginal contact with Lillard (POR) prior to the shot attempt.					
Q4	00:24.2	Foul: Offensive	Allen Crabbe	Marcus Morris	CNC	<a href="#">Video</a>
<b>Comment:</b>	Crabbe (POR) sets the screen on Morris (DET) and gives him room to avoid the contact.					
Q4	00:10.8	Foul: Offensive	Al-Farouq Aminu	Reggie Jackson	CNC	<a href="#">Video</a>
<b>Comment:</b>	Aminu (POR) sets the screen on Jackson (DET) and the two players briefly engage and separate.					
Q4	00:01.2	Foul: Shooting	Mason Plumlee	Reggie Jackson	CNC	<a href="#">Video</a>
<b>Comment:</b>	Plumlee (POR) obtains a legal guarding position and jumps vertically contesting Jackson's (DET) driving shot attempt.					
Q4	00:00.8	Turnover: Traveling	Reggie Jackson			<a href="#">Video</a>
<b>Comment:</b>	[Observable in enhanced video] Jackson (DET) jumps in the air and returns to the ground prior to releasing the basketball on the shot attempt.					
Q4	00:00.0	Instant Replay: Support Ruling			CC	<a href="#">Video</a>
<b>Comment:</b>	After communicating with the Replay Center, the ruling on the court (FGM after the game clock expires) was confirmed.					
Q5	01:19.0	Foul: Shooting	Tobias Harris	Mason Plumlee	INC	<a href="#">Video</a>
<b>Comment:</b>	RATR shows Harris (DET) makes contact with Plumlee's (POR) arm that affects his driving shot attempt.					
Q5	01:10.0	Foul: Shooting	CJ McCollum	Reggie Jackson	CNC	<a href="#">Video</a>
<b>Comment:</b>	McCollum (POR) makes marginal contact with Jackson (DET) that does not affect his drive to the basket and shot attempt.					
Q5	00:24.8	Foul: Away from Play	Reggie Jackson	CJ McCollum		<a href="#">Video</a>
<b>Comment:</b>	[Incidental or immaterial] Jackson (DET) grabs McCollum's (POR) jersey during the inbound.					
Q6	01:50.0	Foul: Personal	Andre Drummond	Mason Plumlee	CC	<a href="#">Video</a>
<b>Comment:</b>	Drummond (DET) makes body to body contact with Plumlee (POR) that affects his SQBR.					
Q6	01:19.0	Foul: Personal	Reggie Jackson	Mason Plumlee		<a href="#">Video</a>
<b>Comment:</b>	[Incidental or immaterial] Jackson (DET) makes contact with Plumlee's (POR) arm that causes him to briefly lose control of the ball.					
Q6	01:16.0	Foul: Shooting	Andre Drummond	Mason Plumlee	CNC	<a href="#">Video</a>
<b>Comment:</b>	Drummond (DET) maintains legal guarding position and makes incidental contact with Plumlee (POR) that does not affect his drive to the basket and shot attempt.					
Q6	00:39.0	Foul: Personal	Mason Plumlee	Reggie Jackson	INC	<a href="#">Video</a>
<b>Comment:</b>	Plumlee (POR) makes contact with Jackson's (DET) arm and affects his SQBR.					
Q6	00:36.6	Turnover: Backcourt Turnover	Reggie Jackson		CC	<a href="#">Video</a>
<b>Comment:</b>	Jackson (DET) is the first player to touch the ball after he went from the frontcourt to the backcourt while in control of it.					

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

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(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
Q6	00:25.3	Foul: Offensive	Mason Plumlee	Kentavious Caldwell-Pope	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Plumlee (POR) sets the screen on Caldwell-Pope (DET) and gives him room to avoid the contact.</i>					
Q6	00:11.6	Turnover: 24 Second Violation			CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Correctly called 24 second violation.</i>					
Q6	00:00.2	Instant Replay: Support Ruling			CC	<a href="#">Video</a>
<b>Comment:</b>	<i>After communicating with the Replay Center, the game clock was reset to 00:00.2.</i>					

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