










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 that were at or within three points during any point in the last two-minutes of the fourth quarter (and 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](#).

Magic (107) @ Lakers (108) March 7, 2018

| Period | Time | Call Type | Committing Player | Disadvantaged Player | Review Decision | Video |
|--|--|-----------------|-------------------|----------------------|-----------------|-----------------------|
|  | <div></div> | | | | | |
| | 02:00.1 | To | 01:34.0 | | | |
| Q4 | 01:41.0 | Foul: Personal | Shelvin Mack | Isaiah Thomas | CNC | Video |
| Comment: | Mack (ORL) makes marginal contact with Thomas (LAL) that does not affect his ability to pass. | | | | | |
|  | <div></div> | | | | | |
| | 01:34.1 | To | 01:24.0 | | | |
| Q4 | 01:26.0 | Foul: Shooting | Kyle Kuzma | Aaron Gordon | CNC | Video |
| Comment: | Kuzma (LAL) legally contests Gordon's (ORL) jump shot attempt. Any "high-five" contact after the release is considered incidental. | | | | | |
|  | <div></div> | | | | | |
| | 01:24.1 | To | 01:05.0 | | | |
| Q4 | 01:09.0 | Foul: Shooting | Shelvin Mack | Isaiah Thomas | CNC | Video |
| Comment: | Mack (ORL) legally contests Thomas' (LAL) jump shot attempt. Any "high-five" contact after the release is considered incidental. | | | | | |
|  | <div></div> | | | | | |
| | 01:05.1 | To | 00:59.2 | | | |
| Q4 | 01:00.0 | Foul: Shooting | Lonzo Ball | Jonathon Simmons | CNC | Video |
| Comment: | Ball (LAL) makes marginal contact with Simmons (ORL) that does not affect his drive to the basket and shot attempt. | | | | | |
|  | <div></div> | | | | | |
| | 00:59.3 | To | 00:38.9 | | | |
| Q4 | 00:46.8 | Foul: Offensive | Brook Lopez | Jonathon Simmons | CNC | Video |
| Comment: | Lopez (LAL) sets the screen on Simmons (ORL) and gives him room to avoid the contact. The two players briefly engage following the screen. | | | | | |
| Q4 | 00:41.9 | Foul: Personal | Kyle Kuzma | Shelvin Mack | CNC | Video |
| Comment: | Kuzma (LAL) makes marginal contact with Mack (ORL) that does not affect his ability to control the rebound. | | | | | |
|  | <div></div> | | | | | |
| | 00:39.0 | To | 00:33.8 | | | |
| Q4 | 00:33.8 | Foul: Shooting | Lonzo Ball | Jonathon Simmons | CC | Video |
| Comment: | LHH shows Ball (LAL) makes contact with the ball, but also with Simmons' (ORL) wrist and the contact causes him to lose control of the ball. | | | | | |
|  | <div></div> | | | | | |
| | 00:33.9 | To | 00:08.5 | | | |
| Q4 | 00:26.3 | Foul: Offensive | Brook Lopez | Aaron Gordon | CNC | Video |
| Comment: | Lopez (LAL) sets the screen on Gordon (ORL) and gives him room to avoid the contact. | | | | | |
| Q4 | 00:19.5 | Foul: Personal | Nikola Vucevic | Isaiah Thomas | CNC | Video |
| Comment: | Vucevic (ORL) cleanly deflects the ball away from Thomas (LAL). | | | | | |



NBA OFFICIATING Last Two Minute Report

| Period | Time | Call Type | Committing Player | Disadvantaged Player | Review Decision | Video |
|--|--|----------------|--------------------------|----------------------|-----------------|-----------------------|
|  |  00:08.6 To 00:05.0 | | | | | |
| Q4 | 00:06.0 | Foul: Shooting | Kentavious Caldwell-Pope | Aaron Gordon | CNC | Video |
| Comment: | Caldwell-Pope (LAL) maintains legal guarding position and makes incidental contact with Gordon (ORL) that does not affect his drive to the basket and shot attempt. | | | | | |
|  |  00:05.1 To 00:00.6 | | | | | |
| Q4 | 00:00.6 | Foul: Shooting | Nikola Vucevic | Brook Lopez | CC | Video |
| Comment: | RHH shows Vucevic (ORL) makes contact to Lopez's (LAL) head and affects his shot attempt. | | | | | |
| Q4 | 00:00.6 | Other | | | IC | Video |
| Comment: | On the inbound pass, referees were reasonably certain that there was a clock malfunction and triggered an Instant Replay under Rule 13.1.a.5. After review, it is confirmed that the game clock was inadvertently started by the referee crew and that time expired before the ball was touched. The clock is correctly reset to 0:00.6. However, since the pass was still in the air when the clock expired, the ball was still in ORL's possession and thus ORL should have retained possession on the sideline at the nearest spot. Had the ball been touched by LAL prior to the expiration of the clock, it would have been considered a loose ball and the jump ball ruling would have been correct. | | | | | |

Event Assessments: CC = Correct Call, IC = Incorrect Call, CNC = Correct Non-Call, INC = Incorrect Non-Call

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. NBA Rules