



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](#).

Bucks (105) @ Wizards (110) (Dec 10, 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	01:51.0	Foul: Offensive	Marcin Gortat	Tony Snell	CNC	Video
Comment:	<i>Gortat (WAS) sets the screen on Snell (MIL) and gives him room to avoid the contact.</i>					
Q4	01:50.0	Turnover: Traveling	Bradley Beal			Video
Comment:	<i>[Observable in enhanced video] Beal (WAS) splits his feet on the perimeter.</i>					
Q4	01:48.0	Foul: Shooting	John Henson	Bradley Beal	CNC	Video
Comment:	<i>Henson (MIL) maintains legal guarding position and makes incidental contact with Beal (WAS) that does not affect his drive to the basket and shot attempt.</i>					
Q4	01:43.0	Foul: Personal	Kelly Oubre	Giannis Antetokounmpo	CNC	Video
Comment:	<i>Oubre (WAS) makes marginal contact with Antetokounmpo (MIL) on the perimeter.</i>					
Q4	01:38.0	Foul: Personal	John Wall	Giannis Antetokounmpo	INC	Video
Comment:	<i>Wall (WAS) makes contact with Antetokounmpo (MIL) on the perimeter that affects his SQBR.</i>					
Q4	01:12.0	Foul: Personal	Giannis Antetokounmpo	John Wall	CNC	Video
Comment:	<i>Antetokounmpo (MIL) makes legal contact with the ball.</i>					
Q4	01:07.0	Foul: Shooting	John Henson	John Wall	CNC	Video
Comment:	<i>Henson (MIL) legally contests Wall's (WAS) jump shot attempt. Any "high-five" contact after the release is considered incidental.</i>					
Q4	00:57.7	Turnover: Traveling	Giannis Antetokounmpo		CC	Video
Comment:	<i>Antetokounmpo (MIL) hops consecutively on the same foot upon ending his dribble.</i>					
Q4	00:34.0	Foul: Loose Ball	Giannis Antetokounmpo	Marcin Gortat	INC	Video
Comment:	<i>RATR shows that Antetokounmpo (MIL) clamps the arm of Gortat (WAS) and affects his ability to retrieve the rebound.</i>					
Q4	00:25.2	Foul: Shooting	Marcin Gortat	John Henson	CNC	Video
Comment:	<i>Gortat (WAS) obtains a legal guarding position and jumps vertically as he contests Henson's (MIL) shot attempt.</i>					
Q4	00:21.8	Foul: Personal	Jabari Parker	Kelly Oubre	CC	Video
Comment:	<i>Parker (MIL) commits a take foul on Oubre (WAS).</i>					
Q4	00:20.2	Foul: Personal	Giannis Antetokounmpo	John Wall	CC	Video
Comment:	<i>Antetokounmpo (MIL) commits a take foul on Wall (WAS).</i>					
Q4	00:15.2	Foul: Personal	John Wall	Giannis Antetokounmpo	CNC	Video
Comment:	<i>Wall (WAS) makes incidental contact with Antetokounmpo (MIL) that does not affect his SQBR.</i>					
Q4	00:08.3	Foul: Personal	Jabari Parker	John Wall	CC	Video
Comment:	<i>Parker (MIL) commits a take foul on Wall (WAS).</i>					
Q4	00:05.0	Foul: Personal	Malcolm Brogdon	Bradley Beal	CC	Video
Comment:	<i>Brogdon (MIL) commits a take foul on Beal (WAS).</i>					
Q4	00:01.1	Foul: Shooting	Bradley Beal	Matthew Dellavedova	CNC	Video
Comment:	<i>Beal (WAS) legally contests Dellavedova's (MIL) jump shot attempt.</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