



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 (102) @ Wizards (107) (Dec 26, 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	02:00.0	Turnover: Palming	John Wall		CC	Video
Comment:	Wall (WAS) has part of his hand under the ball when he brings it to a pause and continues his dribble.					
Q4	01:53.0	Foul: Shooting	Otto Porter	Matthew Dellavedova	CC	Video
Comment:	Porter Jr. (WAS) makes contact with Dellavedova's (MIL) arms and affects his driving shot attempt.					
Q4	01:26.0	Turnover: Traveling	Giannis Antetokounmpo		INC	Video
Comment:	Antetokounmpo (MIL) gathers the ball and takes an additional step.					
Q4	01:17.0	Foul: Personal	Marcin Gortat	John Henson	CNC	Video
Comment:	Gortat (WAS) and Henson (MIL) briefly engage and separate in the post.					
Q4	00:56.9	Foul: Offensive	Markieff Morris	Matthew Dellavedova	CNC	Video
Comment:	Morris (WAS) makes marginal contact with Dellavedova (MIL) prior to receiving the pass.					
Q4	00:54.0	Foul: Personal	Jabari Parker	Marcin Gortat	CNC	Video
Comment:	Parker (MIL) makes contact with Gortat's (WAS) hand as part of the ball.					
Q4	00:47.2	Foul: Shooting	Otto Porter	Jabari Parker	CNC	Video
Comment:	Porter Jr. (WAS) maintains legal guarding position on Parker's (MIL) shot attempt.					
Q4	00:42.4	Foul: Loose Ball	Jabari Parker	John Wall	CNC	Video
Comment:	Parker (MIL) and Wall (WAS) make incidental contact during the loose ball.					
Q4	00:41.4	Turnover: Traveling	John Wall		CC	Video
Comment:	Wall (WAS) jumps in the air and lands prior to dribbling the ball.					
Q4	00:33.6	Foul: Offensive	Matthew Dellavedova	Markieff Morris	CNC	Video
Comment:	Dellavedova (MIL) firms up and sets the screen on Morris (WAS).					
Q4	00:26.9	Foul: Inbound	Otto Porter	Giannis Antetokounmpo	CNC	Video
Comment:	Porter Jr. (WAS) briefly engages with Antetokounmpo (MIL) during the inbound.					
Q4	00:24.3	Turnover: Traveling	Giannis Antetokounmpo			Video
Comment:	[Observable in enhanced video] Antetokounmpo (MIL) moves his pivot foot on the spin move.					
Q4	00:13.1	Foul: Personal	Matthew Dellavedova	John Wall	CC	Video
Comment:	Dellavedova (MIL) commits a take foul on Wall (WAS).					
Q4	00:10.3	Foul: Shooting	Markieff Morris	Tony Snell	CNC	Video
Comment:	Morris (WAS) maintains legal guarding position during Snell's (MIL) shot attempt and allows him to land.					
Q4	00:05.5	Foul: Personal	Matthew Dellavedova	Bradley Beal	CC	Video
Comment:	Dellavedova (MIL) makes body to body contact with Beal (WAS) after he retrieves the rebound.					

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