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.

Celtics (105) @ Heat (95) (Dec 18, 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	01:48.0	Foul: Personal	Jae Crowder	Tyler Johnson	CC	**Video**
Comment:	Crowder (BOS) makes body to body contact with Johnson (MIA) that affects his SQBR.					
Q4	01:35.0	Foul: Offensive	Al Horford	Tyler Johnson	CNC	**Video**
Comment:	Horford (BOS) sets the screen on Johnson (MIA) and gives him room to avoid the contact.					
Q4	01:29.0	Foul: Shooting	Tyler Johnson	Al Horford	CC	**Video**
Comment:	Johnson (MIA) makes contact with Horford's (BOS) arms that affects his driving shot attempt.					
Q4	01:21.0	Foul: Offensive	Hassan Whiteside	Terry Rozier	CNC	**Video**
Comment:	Whiteside (MIA) sets the screen on Rozier (BOS) and gives him room to avoid the contact.					
Q4	01:18.0	Foul: Shooting	Marcus Smart	Josh Richardson	CNC	**Video**
Comment:	Smart (BOS) legally contests Richardson's (MIA) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	00:55.4	Foul: Personal	Marcus Smart	Justise Winslow	CNC	**Video**
Comment:	Smart (BOS) cleanly strips the ball from Winslow (MIA).					
Q4	00:37.0	Foul: Personal	Justise Winslow	Al Horford	CNC	**Video**
Comment:	Winslow (MIA) cleanly strips the ball from Horford (BOS).					
Q4	00:32.2	Foul: Shooting	Marcus Smart	Justise Winslow	CC	**Video**
Comment:	Smart (BOS) makes contact with Winslow's (MIA) arm that affects his driving shot attempt.					
Q4	00:32.2	Instant Replay: Support Ruling			CC	**Video**
Comment:	After communicating with the Replay Center, Winslow (MIA) is assessed a technical foul and Smart (BOS) is assessed a common foul for the contact on the shot attempt.					
Q4	00:32.2	Foul: Technical	Justise Winslow		CC	**Video**
Comment:	All technical fouls are reviewed by League Operations.					
Q4	00:30.0	Foul: Personal	Justise Winslow	Marcus Smart	CC	**Video**
Comment:	Winslow (MIA) commits a take foul on Smart (BOS).					
Q4	00:27.4	Foul: Shooting	Al Horford	Josh Richardson	CNC	**Video**
Comment:	Horford (BOS) legally contests Richardson's (MIA) jump shot attempt.					
Q4	00:22.9	Foul: Personal	Justise Winslow	Terry Rozier	CC	**Video**
Comment:	Winslow (MIA) commits a take foul on Rozier (BOS).					
Q4	00:18.3	Foul: Offensive	James Johnson	Avery Bradley	CNC	**Video**
Comment:	Johnson (MIA) sets the screen on Bradley (BOS) and gives him room to avoid the contact.					
Q4	00:17.8	Foul: Defense 3 Second	Marcus Smart			**Video**
Comment:	[Incidental or immaterial] Smart (BOS) is in the paint without actively guarding an opponent for longer than three seconds.					
Q4	00:16.6	Foul: Shooting	Al Horford	Goran Dragic	CNC	**Video**
Comment:	Horford (BOS) legally contests Dragic's (MIA) jump shot attempt. Any "high-five" contact after the release is considered incidental.					

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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