



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 Communications Department.

Kings @ Celtics (Dec 02, 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	01:54.0	Foul: Personal	DeMarcus Cousins	Isaiah Thomas	CC	Video
Comment:	<i>Cousins (SAC) commits a take foul on Thomas (BOS).</i>					
Q4	01:54.0	Instant Replay: Support Ruling	DeMarcus Cousins		CC	Video
Comment:	<i>After communicating with the Replay Center, the ruling on the court was upheld.</i>					
Q4	01:43.0	Turnover: Traveling	Marcus Smart			Video
Comment:	<i>[Observable in enhanced video] Smart (BOS) moves his pivot foot heel to toe.</i>					
Q4	01:37.0	Foul: Shooting	DeMarcus Cousins	Isaiah Thomas	CNC	Video
Comment:	<i>Cousins (SAC) maintains legal guarding position as he defends Thomas' (BOS) drive to the basket and shot attempt.</i>					
Q4	01:36.0	Foul: Shooting	Rudy Gay	Isaiah Thomas	INC	Video
Comment:	<i>RHH shows that Gay (SAC) makes contact with Thomas' (BOS) arm and affects his shot attempt.</i>					
Q4	01:31.0	Foul: Loose Ball	DeMarcus Cousins	Marcus Smart	CNC	Video
Comment:	<i>Cousins (SAC) and Smart (BOS) briefly engage and separate.</i>					
Q4	01:31.0	Foul: Shooting	Marcus Smart	Darren Collison	CC	Video
Comment:	<i>Smart (BOS) makes contact with Collison's (SAC) arm and affects his shot attempt.</i>					
Q4	01:15.0	Instant Replay: Support Ruling	Al Horford		CC	Video
Comment:	<i>After communicating with the Replay Center, the ruling on the court (3PT FGM) was upheld.</i>					
Q4	01:06.0	Foul: Offensive	DeMarcus Cousins	Avery Bradley	CNC	Video
Comment:	<i>Cousins (SAC) sets the screen on Bradley (BOS) and gives him room to avoid the contact.</i>					
Q4	00:59.6	Foul: Shooting	Avery Bradley	DeMarcus Cousins	CC	Video
Comment:	<i>Bradley (BOS) makes contact with Cousins' (SAC) arm that affects his jump shot attempt.</i>					
Q4	00:45.7	Foul: Shooting	Darren Collison	Isaiah Thomas	CC	Video
Comment:	<i>Collison (SAC) makes contact with Thomas' (BOS) body that affects his drive to the basket and shot attempt.</i>					
Q4	00:30.0	Foul: Personal	Rudy Gay	Al Horford	CNC	Video
Comment:	<i>Gay (SAC) makes incidental contact with Horford (BOS) that does not affect his SQBR.</i>					
Q4	00:10.3	Foul: Personal	Jae Crowder	DeMarcus Cousins	CNC	Video
Comment:	<i>Crowder (BOS) makes incidental contact with Cousins (SAC) that does not affect his FOM.</i>					
Q4	00:07.1	Foul: Shooting	Al Horford	DeMarcus Cousins	CNC	Video
Comment:	<i>RATR shows that Horford (BOS) makes contact with ball and dislodges it from Cousins (SAC).</i>					
Q4	00:04.8	Foul: Personal	Garrett Temple	Al Horford	CC	Video
Comment:	<i>Temple (SAC) commits a take foul on Horford (BOS).</i>					
Q4	00:04.8	Instant Replay: Support Ruling	Garrett Temple		CC	Video
Comment:	<i>After communicating with the Replay Center, the foul by Temple (SAC) is deemed a common foul.</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