



# 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](#).

## Grizzlies (90) @ Kings (91) (Mar 27, 2017)

(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	Willie Cauley-Stein	Mike Conley	CNC	<a href="#">Video</a>
<b>Comment:</b>	Cauley-Stein (SAC) makes incidental contact with Conley (MEM) following the screen.					
Q4	01:42.0	Foul: Personal	Andrew Harrison	Buddy Hield	CNC	<a href="#">Video</a>
<b>Comment:</b>	Harrison (MEM) maintains legal guarding position and makes incidental contact with Hield (SAC) that does not affect his drive toward the basket and jump shot attempt.					
Q4	01:30.0	Foul: Personal	Garrett Temple	Zach Randolph	CNC	<a href="#">Video</a>
<b>Comment:</b>	Temple (SAC) and Randolph (MEM) briefly engage and separate off ball.					
Q4	01:17.0	Foul: Shooting	Darren Collison	Mike Conley	CNC	<a href="#">Video</a>
<b>Comment:</b>	Collison (SAC) maintains legal guarding position and makes incidental contact with Conley (MEM) that does not affect his drive to the basket and shot attempt.					
Q4	01:02.0	Foul: Offensive	Willie Cauley-Stein	Mike Conley	CNC	<a href="#">Video</a>
<b>Comment:</b>	Cauley-Stein (SAC) firms up his position and sets the screen on Conley (MEM).					
Q4	00:58.8	Foul: Personal	Andrew Harrison	Willie Cauley-Stein	CNC	<a href="#">Video</a>
<b>Comment:</b>	Harrison (MEM) makes contact with the ball and any contact with Cauley-Stein (SAC) is considered incidental.					
Q4	00:43.5	Turnover: Traveling	Mike Conley			<a href="#">Video</a>
<b>Comment:</b>	[Observable in enhanced video] Conley (MEM) moves his pivot foot prior to starting his dribble.					
Q4	00:38.7	Foul: Offensive	Zach Randolph	Garrett Temple		<a href="#">Video</a>
<b>Comment:</b>	[Incidental or immaterial] Randolph (MEM) pushes Temple (SAC) while setting the screen.					
Q4	00:32.9	Foul: Loose Ball	Kosta Koufos	Zach Randolph	CC	<a href="#">Video</a>
<b>Comment:</b>	Koufos (SAC) holds down Randolph's (MEM) right arm, affecting his ability to retrieve the rebound.					
Q4	00:32.3	Instant Replay: Overturn Ruling			CC	<a href="#">Video</a>
<b>Comment:</b>	After communicating with the Replay Center, the ruling on the floor of a jump ball is overturned and possession is awarded to MEM.					
Q4	00:21.9	Foul: Personal	Anthony Tolliver	Vince Carter	CNC	<a href="#">Video</a>
<b>Comment:</b>	Tolliver (SAC) makes marginal contact with Carter (MEM) that does not affect his FOM off ball.					
Q4	00:19.3	Foul: Personal	Willie Cauley-Stein	Vince Carter	CNC	<a href="#">Video</a>
<b>Comment:</b>	Cauley-Stein (SAC) makes marginal contact with Carter (MEM) that does not affect his FOM off ball.					
Q4	00:05.7	Foul: Shooting	Andrew Harrison	Darren Collison	CC	<a href="#">Video</a>
<b>Comment:</b>	Harrison (MEM) makes body to body contact with Collison (SAC) that affects his driving shot attempt.					
Q4	00:05.7	Foul: Personal	Anthony Tolliver	Mike Conley	CNC	<a href="#">Video</a>
<b>Comment:</b>	Tolliver (SAC) makes marginal contact with Conley (MEM) that does not affect his FOM off ball.					

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