



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](#).

Wizards (119) @ Lakers (108) (Mar 28, 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	01:48.0	Foul: Defense 3 Second	Julius Randle		CNC	Video
Comment:	<i>Randle (LAL) is imminently exiting the lane when the count reaches three seconds.</i>					
Q4	01:37.0	Foul: Offensive	Julius Randle	Bradley Beal	CNC	Video
Comment:	<i>Randle (LAL) sets the screen on Beal (WAS) and gives him room to avoid the contact.</i>					
Q4	01:33.0	Foul: Personal	Jordan Clarkson	Kelly Oubre Jr.	CNC	Video
Comment:	<i>Clarkson (LAL) makes contact with the ball and any contact with Oubre Jr.'s (WAS) hand is considered incidental.</i>					
Q4	01:25.0	Foul: Personal	Julius Randle	Kelly Oubre Jr.	CC	Video
Comment:	<i>Randle (LAL) makes contact with Oubre Jr. (WAS) that affects his SQBR.</i>					
Q4	01:23.0	Foul: Offensive	Julius Randle	Kelly Oubre Jr.	CNC	Video
Comment:	<i>Randle (LAL) sets the screen on Oubre Jr. (WAS) and gives him room to avoid the contact.</i>					
Q4	01:20.0	Foul: Shooting	Kelly Oubre Jr.	Jordan Clarkson	CNC	Video
Comment:	<i>Oubre Jr. (WAS) legally contests the driving shot attempt by Clarkson (LAL).</i>					
Q4	01:06.0	Foul: Defense 3 Second	Julius Randle			Video
Comment:	<i>[Detectable with stop watch] Randle (LAL) is in the paint without actively guarding an opponent for longer than three seconds.</i>					
Q4	00:56.5	Foul: Shooting	John Wall	D'Angelo Russell	CNC	Video
Comment:	<i>Wall (WAS) legally contests Russell's (LAL) jump shot attempt. Any "high-five" contact after the release is considered incidental.</i>					
Q4	00:35.5	Foul: Defense 3 Second	Julius Randle		INC	Video
Comment:	<i>Randle (LAL) is in the paint without actively guarding an opponent for longer than three seconds.</i>					
Q4	00:32.8	Foul: Shooting	Tyler Ennis	Otto Porter Jr.	CNC	Video
Comment:	<i>Ennis (LAL) maintains legal guarding position and makes incidental contact with Porter Jr. (WAS) that does not affect his drive to the basket and 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