



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.

Grizzlies @ Clippers (Nov 16, 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	01:42.0	Foul: Loose Ball	DeAndre Jordan	Mike Conley	CNC	Video
Comment:	Jordan (LAC) makes marginal contact with Conley (MEM) that does not affect his ability to retrieve the rebound.					
Q4	01:31.0	Turnover: 3 Second Violation	Vince Carter		INC	Video
Comment:	Carter (MEM) is in the paint for longer than three seconds.					
Q4	01:29.0	Foul: Offensive	Marc Gasol	Chris Paul	CNC	Video
Comment:	Gasol (MEM) sets the screen on Paul (LAC) and gives him room to avoid the contact.					
Q4	01:27.0	Violation: Kicked Ball	DeAndre Jordan		IC	Video
Comment:	Jordan (LAC) makes contact with the ball with his hand and does not intentionally kick it.					
Q4	01:24.0	Foul: Personal	Chris Paul	Mike Conley	CNC	Video
Comment:	Paul (LAC) makes marginal contact with Conley (MEM) that does not affect his SQBR.					
Q4	01:17.0	Foul: Loose Ball	Mike Conley	Chris Paul	CC	Video
Comment:	Conley (MEM) dislodges Paul (LAC), affecting his ability to retrieve the rebound.					
Q4	01:04.0	Foul: Shooting	Marc Gasol	Chris Paul	CNC	Video
Comment:	Gasol (MEM) legally contests Paul's (LAC) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	00:58.7	Foul: Offensive	James Ennis	Luc Mbah a Moute	CNC	Video
Comment:	Ennis (MEM) sets the screen on Mbah a Moute (LAC) and gives him room to avoid the contact.					
Q4	00:50.3	Foul: Shooting	Blake Griffin	Zach Randolph	CNC	Video
Comment:	Griffin (LAC) maintains a legal guarding position on the shot attempt by Randolph (MEM).					
Q4	00:49.4	Foul: Loose Ball	Marc Gasol	DeAndre Jordan	CNC	Video
Comment:	Gasol (MEM) and Jordan (LAC) briefly engage and separate during rebounding.					
Q4	00:48.2	Instant Replay: Support Ruling			CC	Video
Comment:	After communicating with the Replay Center, the ruling on the court of MEM ball is upheld.					
Q4	00:41.6	Foul: Personal	Luc Mbah a Moute	Vince Carter	CNC	Video
Comment:	Mbah a Moute (LAC) makes marginal contact with Carter (MEM) that does not affect his FOM.					
Q4	00:31.0	Turnover: Traveling	Zach Randolph		INC	Video
Comment:	Randolph (MEM) moves his pivot foot.					
Q4	00:26.3	Foul: Shooting	Chris Paul	James Ennis	CC	Video
Comment:	Paul (LAC) makes contact with Ennis' (MEM) right wrist and affects his driving shot attempt.					
Q4	00:26.3	Foul: Personal	Mike Conley	Jamal Crawford	CNC	Video
Comment:	Conley (MEM) makes incidental contact with Crawford (LAC) that does not affect his FOM.					
Q4	00:04.3	Foul: Personal	Chris Paul	Mike Conley	CC	Video
Comment:	Paul (LAC) commits a take foul on Conley (MEM).					
Q4	00:02.6	Foul: Shooting	James Ennis	Chris Paul	CNC	Video
Comment:	Ennis (MEM) makes incidental contact with Paul (LAC) that does not affect his shot attempt.					

Common Play Abbreviations: RSBQ - Rhythm, Speed, Balance, Quickness; 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