



# 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. Calls that are indirectly related to the outcome (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, but have some merit in reporting, are noted in brackets along with the explanatory comments. The league may change an opinion after further review, particularly when a new video angle becomes available. If you have any questions, please contact the NBA Communications Department.

## Cavaliers @ Raptors (Feb 26, 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	01:55.0	Foul: Shooting	Kevin Love	Kyle Lowry	CC	<a href="#">Video</a>
<b>Comment:</b> RHH shows that Love (CLE) makes contact with Lowry's (TOR) body that affects his driving shot attempt.						
Q4	01:48.0	Foul: Personal	Patrick Patterson	Matthew Dellavedova	CNC	<a href="#">Video</a>
<b>Comment:</b> Patterson (TOR) makes incidental contact with Dellavedova (CLE) that does not affect his ability to complete the pass.						
Q4	01:47.0	Foul: Personal	DeMar DeRozan	Kevin Love	CNC	<a href="#">Video</a>
<b>Comment:</b> DeRozan (TOR) makes incidental contact with Love (CLE) that does not affect his FOM following the screen.						
Q4	01:26.0	Foul: Loose Ball	Kevin Love	Bismack Biyombo	CNC	<a href="#">Video</a>
<b>Comment:</b> Love (CLE) and Biyombo (TOR) briefly engage and separate during rebounding.						
Q4	01:08.0	Foul: Personal	Kyle Lowry	Kevin Love	CC	<a href="#">Video</a>
<b>Comment:</b> Lowry (TOR) makes contact with Love (CLE) that affects his RSBQ.						
Q4	00:59.2	Foul: Offensive	Jonas Valanciunas	Matthew Dellavedova	CNC	<a href="#">Video</a>
<b>Comment:</b> Valanciunas (TOR) firms up as he sets the screen on Dellavedova (CLE) and gives him room to avoid the contact.						
Q4	00:53.4	Foul: Shooting	Matthew Dellavedova	Kyle Lowry	CNC	<a href="#">Video</a>
<b>Comment:</b> Dellavedova (CLE) maintains legal guarding position as he defends Lowry's (TOR) shot attempt.						
Q4	00:03.8	Instant Replay: Support Ruling			CC	<a href="#">Video</a>
<b>Comment:</b> After communicating with the Replay Center, the ruling on the court that Lowry (TOR) was inside the three point line was confirmed.						
Q4	00:03.3	Stoppage: Out-of-Bounds			CC	<a href="#">Video</a>
<b>Comment:</b> Correctly called OOB last touched by Biyombo (TOR). Cleveland retained possession.						
Q4	00:03.3	Foul: Offensive	Matthew Dellavedova	Patrick Patterson	CNC	<a href="#">Video</a>
<b>Comment:</b> Dellavedova (CLE) sets the screen on Patterson (TOR) and gives him room to avoid the contact.						
Q4	00:03.3	Instant Replay: Support Ruling			CC	<a href="#">Video</a>
<b>Comment:</b> After communicating with the Replay Center, the ruling on the court that the ball was last touched by Biyombo (TOR) prior to going OOB was confirmed.						
Q4	00:03.0	Turnover: Traveling	LeBron James		INC	<a href="#">Video</a>
<b>Comment:</b> James (CLE) splits his feet on the perimeter at the start of his drive.						
Q4	00:02.2	Foul: Shooting	Cory Joseph	LeBron James	CNC	<a href="#">Video</a>
<b>Comment:</b> Joseph (TOR) legally contests James' (CLE) jump 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