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 an opinion after further review, particularly when a new video angle becomes available. If you have any questions, please contact the NBA Communications Department.

Thunder @ Clippers (Nov 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: Offensive	DeAndre Jordan	Andre Roberson	CNC	Video
Comment:	Jordan (LAC) sets the screen on Roberson (OKC) and gives him room to avoid the contact.					
Q4	01:48.0	Turnover: 24 Second Violation			CC	Video
Comment:	The shot clock expires without the ball touching the rim.					
Q4	01:36.0	Turnover: 3 Second Violation	Steven Adams			Video
Comment:	[Detectable with stop watch] Adams (OKC) is in the paint for longer than three seconds.					
Q4	01:32.0	Foul: Offensive	Steven Adams	Luc Mbah a Moute	CNC	Video
Comment:	Adams (OKC) sets the screen on Mbah a Moute (LAC) and gives him room to avoid the contact.					
Q4	00:41.0	Foul: Shooting	Chris Paul	Russell Westbrook	CNC	Video
Comment:	Paul (LAC) legally contests Westbrook's (OKC) jump shot attempt.					
Q4	00:39.2	Foul: Loose Ball	Blake Griffin	Russell Westbrook	CNC	Video
Comment:	Griffin (LAC) briefly grabs Westbrook's (OKC) jersey on the rebound and the contact is incidental.					
Q4	00:39.2	Foul: Loose Ball	Jamal Crawford	Andre Roberson	CC	Video
Comment:	RHH shows Crawford (LAC) grabs Roberson's (OKC) arm on the rebound, affecting his ability to secure the ball.					
Q4	00:38.5	Instant Replay: Support Ruling			CC	Video
Comment:	After communicating with the Replay Center, the game clock was reset to 0:38.5 seconds.					
Q4	00:38.5	Foul: Offensive	Steven Adams	Blake Griffin	CNC	Video
Comment:	Adams (OKC) sets the screen on Griffin (LAC) and gives him room to avoid the contact.					
Q4	00:38.5	Instant Replay: Support Ruling			CC	Video
Comment:	After communicating with the Replay Center, the call on the floor that the ball was last touched by LAC was upheld.					
Q4	00:21.0	Foul: Offensive	Steven Adams	Luc Mbah a Moute		Video
Comment:	[Incidental or immaterial] Adams (OKC) briefly grabs the arm of Mbah a Moute (LAC), but the contact occurs while Westbrook (OKC) is already in his upward motion and does not affect his ability to contest the shot.					
Q4	00:14.0	Foul: Offensive	Blake Griffin	Victor Oladipo	CNC	Video
Comment:	Griffin (LAC) sets the screen on Oladipo (OKC) and gives him room to avoid the contact.					
Q4	00:03.4	Foul: Personal	Jamal Crawford	Russell Westbrook	CNC	Video
Comment:	Crawford (LAC) makes incidental contact with Westbrook (OKC) that does not affect his SQBR.					
Q4	00:00.1	Foul: Personal	Chris Paul	Russell Westbrook	CC	Video
Comment:	Paul (LAC) makes contact with Westbrook (OKC) that affects his SQBR.					

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

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