



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.

Wizards @ Rockets (Jan 30, 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	01:58.0	Foul: Personal	Patrick Beverley	Jared Dudley	IC	Video
Comment:	<i>RHH and R-Slash shows that Beverley (HOU) and Dudley (WAS) stumble and collide. No foul is warranted.</i>					
Q4	01:33.0	Foul: Loose Ball	Jared Dudley	James Harden		Video
Comment:	<i>[Incidental or immaterial] Dudley (WAS) and Harden (HOU) engage under the rim.</i>					
Q4	01:13.0	Foul: Personal	Ty Lawson	John Wall	CC	Video
Comment:	<i>Lawson (HOU) makes contact with Wall (WAS) that affects his RSBQ.</i>					
Q4	01:00.0	Foul: Shooting	Jared Dudley	James Harden	CC	Video
Comment:	<i>Dudley (WAS) makes contact with Harden (HOU) that affects his drive to the basket and shot attempt.</i>					
Q4	00:39.0	Foul: Shooting	James Harden	John Wall	INC	Video
Comment:	<i>Harden (HOU) grabs Wall's (WAS) right arm, affecting his drive to the basket and shot attempt.</i>					
Q4	00:38.2	Instant Replay: Support Ruling			CC	Video
Comment:	<i>After communicating with the Replay Center, the ruling on the court that possession be awarded to Washington was upheld.</i>					
Q4	00:32.2	Foul: Shooting	Garrett Temple	James Harden	CC	Video
Comment:	<i>Temple (WAS) makes contact with Harden's (HOU) body that affects his drive to the basket and shot attempt.</i>					
Q4	00:11.9	Foul: Shooting	James Harden	John Wall	CNC	Video
Comment:	<i>Harden (HOU) maintains legal guarding position as he defends Wall's (WAS) drive to the basket and shot attempt.</i>					
Q4	00:05.3	Foul: Shooting	Jared Dudley	James Harden	CNC	Video
Comment:	<i>Dudley (WAS) maintains a legal guarding position on Harden's (HOU) drive and attempt. The mere fact that there is hand contact, whether intentional or not, does not constitute a foul. Contact must affect the player's RSBQ to be a foul, and it does not in this case.</i>					

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