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 @ Trail Blazers (Mar 08, 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	Damian Lillard	Markieff Morris	CNC	Video				
Comment:	Lillard (POR) maintains a legal guarding position as he defends Morris' (WAS) shot attempt.									
Q4	01:25.0	Foul: Personal	Damian Lillard	Markieff Morris	CNC	Video				
Comment:	Lillard (POR) and N	orris (WAS) briefly engage and separ	ate after the defensive switch and during rebounding.							
Q4	01:13.0	Foul: Personal	Markieff Morris	Damian Lillard	CNC	Video				
Comment:	Morris (WAS) makes incidental contact with Lillard (POR) that does not affect his RSBQ.									
Q4	01:10.0	Foul: Offensive	Jared Dudley	Ed Davis	CNC	Video				
Comment:	Dudley (WAS) sets the screen on Davis (POR) and gives him room to avoid the contact.									
Q4	01:10.0	Foul: Shooting	Marcin Gortat	Damian Lillard	CC	Video				
Comment:	RATR shows that G	RATR shows that Gortat (WAS) jumps from point A to point B and makes contact with Lillard (POR) that affects his drive to the basket and shot attempt.								
Q4	00:59.1	Instant Replay: Support Ruling			CC	Video				
Comment:	After communicating with the Replay Center, the ruling on the court that the ball was last touched by Davis (POR) prior to going OOB was confirmed.									
Q4	00:29.3	Foul: Shooting	Damian Lillard	Markieff Morris	CNC	Video				
Comment:	LHH shows that Lill	ard (POR) cleanly strips the ball prior	to any incidental contact with Morris' (WAS) arm.							
Q4	00:28.8	Foul: Personal	Mason Plumlee	Markieff Morris	INC	Video				
Comment:	Plumlee (POR) jum	os from point A to point B and makes	body to body contact with Morris (WAS).							
Q4	00:15.8	Turnover: 5 Second Inbound	Gerald Henderson		INC	Video				
Comment:	Henderson (POR) d	oes not inbound the ball within 5 seco	nds.							
Q4	00:08.3	Foul: Personal	Garrett Temple	CJ McCollum	CNC	Video				
Comment:	Temple (WAS) makes incidental contact with McCollum (POR) that does not affect his RSBQ. Temple then trips over his own foot causing him to fall to the ground.									
Q4	00:03.3	Foul: Shooting	Gerald Henderson	Marcin Gortat	CNC	Video				
Comment:	Henderson (POR) a	nd Plumlee (POR) maintain legal guar	ding position and cleanly block Gortat's (WAS) layup atte	empt.						
Q5	04:27.0	Foul: Offensive	Meyers Leonard	Ramon Sessions	CNC	Video				
Comment:	Leonard (POR) sets	the screen on Sessions (WAS) and giv	es him room to avoid the contact.							
Q5	04:04.0	Violation: Delay of Game			CC	Video				
Comment:	Morris (WAS) is cor	rectly called for the delay of game.								
Q5	04:04.0	Foul: Offensive	Markieff Morris	Damian Lillard	CC	Video				
Comment:	Morris (WAS) lower	rs his shoulder into Lillard (POR), who	obtains a legal guarding position and absorbs the contac	t.						
Q5	03:40.0	Foul: Shooting	Gerald Henderson	Jared Dudley	CNC	Video				
Comment:	Henderson (POR) o		umps vertically as he contests Dudley's (WAS) driving sho	t attempt.						
Q5	02:45.0	Foul: Offensive	Meyers Leonard	Ramon Sessions	CNC	Video				
Comment:	Leonard (POR) sets	the screen on Sessions (WAS) and giv	es him room to avoid the contact.							
Q5	01:30.0	Foul: Shooting	John Wall	Damian Lillard	INC	Video				
Comment:		ınder the airborne shooter Lillard (POI	R) and makes contact with him on his jump shot attempt.							
Q5	01:07.0	Instant Replay: Support Ruling			CC	Video				
Comment:	After communicating with the Replay Center, the ruling on the court that Lillard (POR) was behind the three point line on his FG attempt at the 3:26 mark of the OT period was confirmed.									
Q5	00:25.4	Foul: Shooting	John Wall	Damian Lillard	CNC	Video				
Comment:	RHH shows that Wall (WAS) maintains legal guarding position as he defends Lillard's (POR) drive to the basket and layup attempt.									
Q5	00:18.1	Foul: Offensive	Marcin Gortat	Gerald Henderson	CNC	Video				
Comment:	Gortat (WAS) sets t	the screen on Henderson (POR) and gi	ves him room to avoid the contact.							

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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## Wizards @ Trail Blazers (Mar 08, 2016)

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Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video				
Q5	00:09.1	Foul: Personal	Jared Dudley	Ed Davis	СС	Video				
Comment:	Dudley (WAS) commits a take foul on Davis (POR).									
Q5	00:08.3	Foul: Personal	John Wall	Meyers Leonard	СС	Video				
Comment:	Wall (WAS) commits a take foul on Leonard (POR).									
Q5	00:07.4	Foul: Offensive	Marcin Gortat	Gerald Henderson	CNC	Video				
Comment:	Gortat (WAS) firms up as he sets the screen on Henderson (POR) and gives him room to avoid the contact.									
Q5	00:02.4	Foul: Personal	Marcin Gortat	Damian Lillard	СС	Video				
Comment:	Gortat (WAS) commits a take foul on Lillard (POR).									

Common Play Abbreviations: RSBQ - Rhythm, Speed, Balance, Quickness; POC - Point of Contact; OOB - Out of Bounds; FOM - Freedom of Movement

 $Common\ Camera\ Abbreviations:\ L/RHH-Left\ or\ Right\ Hand\ Held;\ L/RATR-Left\ or\ Right\ Above\ the\ Rim;\ L/RO-Slash-Left\ or\ Right\ Slash$ 

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