



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.

Celtics @ Cavaliers (Feb 05, 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	01:50.0	Foul: Shooting	Jae Crowder	LeBron James	CC	Video
Comment:	Crowder (BOS) makes contact with James' (CLE) body that affects his movement to the basket and driving shot attempt.					
Q4	01:41.0	Foul: Shooting	Tristan Thompson	Isaiah Thomas	CC	Video
Comment:	Thompson (CLE) makes contact with Thomas's (BOS) arm and body that affects his driving layup attempt.					
Q4	01:36.0	Foul: Personal	Isaiah Thomas	Iman Shumpert	CNC	Video
Comment:	Thomas (BOS) and Shumpert (CLE) briefly engage and separate away from the ball.					
Q4	01:30.0	Foul: Shooting	Tyler Zeller	LeBron James	CC	Video
Comment:	Zeller (BOS) does not obtain a legal guarding position and makes contact with James's (CLE) body as he attempts the driving layup.					
Q4	01:04.0	Foul: Shooting	Tyler Zeller	LeBron James	CNC	Video
Comment:	Zeller (BOS) maintains legal guarding position as he defends James's (CLE) driving layup attempt.					
Q4	00:52.3	Foul: Shooting	Tristan Thompson	Isaiah Thomas	CNC	Video
Comment:	Thompson (CLE) obtains a legal guarding position and jumps vertically as he contests Thomas's (BOS) driving layup attempt.					
Q4	00:31.6	Foul: Offensive	Tristan Thompson	Jae Crowder	CNC	Video
Comment:	Thompson (CLE) sets the screen on Crowder (BOS) and gives him room to avoid the contact.					
Q4	00:24.5	Foul: Loose Ball	J.R. Smith	Isaiah Thomas	CNC	Video
Comment:	Smith (CLE) and Thomas (BOS) make incidental contact with one another while jumping for the rebound.					
Q4	00:18.6	Foul: Personal	Avery Bradley	Kyrie Irving	CC	Video
Comment:	Bradley (BOS) commits a take foul on Irving (CLE).					
Q4	00:15.2	Foul: Offensive	Jared Sullinger	Kyrie Irving	CNC	Video
Comment:	Sullinger (BOS) sets the screen on Irving (CLE) and gives him room to avoid the contact.					
Q4	00:07.5	Foul: Personal	Jared Sullinger	Kyrie Irving	CC	Video
Comment:	Sullinger (BOS) commits a take foul on Irving (CLE).					
Q4	00:04.9	Foul: Shooting	J.R. Smith	Evan Turner	IC	Video
Comment:	Smith (CLE) makes incidental contact with Turner's (BOS) body as he attempts the layup.					
Q4	00:04.6	Foul: Loose Ball	Marcus Smart	Timofey Mozgov	CNC	Video
Comment:	RHH shows that Smart (BOS) and Mozgov (CLE) briefly engage and separate during rebounding.					
Q4	00:04.1	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 Mozgov (CLE) prior to going OOB was confirmed. Boston was awarded possession and the clock was reset to 00:04.1.					
Q4	00:04.1	Foul: Offensive	Avery Bradley	Iman Shumpert	CNC	Video
Comment:	Bradley (BOS) sets the screen on Shumpert (CLE) and gives him room to avoid the contact.					
Q4	00:00.0	Instant Replay: Support Ruling			CC	Video
Comment:	After communicating with the Replay Center, the ruling on the court that Bradley (BOS) was behind the three point line and released the shot prior the clock expiring was confirmed.					

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