



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 @ Pistons (Dec 16, 2015)

(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	02:00.0	Foul: Offensive	Aron Baynes	Avery Bradley	CNC	Video
Comment: Baynes (DET) sets the screen on Bradley (BOS) and gives him room to avoid the contact.						
Q4	01:26.0	Foul: Shooting	Isaiah Thomas	Aron Baynes	CNC	Video
Comment: RHH shows that Thomas (BOS) legally contests Baynes' (DET) shot attempt. Any contact after the shot has been released is considered incidental.						
Q4	01:21.0	Foul: Personal	Kentavious Caldwell-Pope	Isaiah Thomas	CNC	Video
Comment: LHH shows that Caldwell-Pope (DET) maintains legal guarding position as he defends Thomas (BOS) in transition. Any contact on the play is initiated by Thomas.						
Q4	01:02.0	Foul: Personal	Jonas Jerebko	Reggie Jackson	CNC	Video
Comment: Jerebko (BOS) hedges on the screen and makes incidental contact with Jackson (DET) that does not affect his RSBQ.						
Q4	00:53.1	Foul: Shooting	Marcus Morris	Jae Crowder	INC	Video
Comment: Morris (DET) makes contact with Crowder's (BOS) body that affects his driving layup attempt.						
Q4	00:19.3	Foul: Shooting	Marcus Morris	Evan Turner	IC	Video
Comment: Morris (DET) maintains legal guarding position on Turner's (BOS) shot attempt.						
Q4	00:18.6	Foul: Personal	Marcus Morris	Evan Turner	CNC	Video
Comment: R-SLASH and RATR show that Morris (DET) cleanly strips the ball from Turner (BOS).						
Q4	00:18.6	Foul: Offensive	Jonas Jerebko	Marcus Morris	CNC	Video
Comment: Jerebko (BOS) sets the screen on Morris (DET) and gives him room to avoid the contact.						
Q4	00:18.6	Foul: Personal	Isaiah Thomas	Kentavious Caldwell-Pope	CC	Video
Comment: Thomas (BOS) grabs Caldwell-Pope (DET) and affects his ability to catch the inbound pass.						
Q4	00:14.5	Foul: Shooting	Marcus Morris	Jonas Jerebko	CNC	Video
Comment: LHH shows that Morris (DET) maintains legal guarding position as he defends Jerebko's (BOS) driving layup attempt.						
Q4	00:08.5	Foul: Personal	Jae Crowder	Kentavious Caldwell-Pope	CC	Video
Comment: Crowder (BOS) commits a take foul on Caldwell-Pope (DET).						
Q4	00:02.7	Foul: Personal	Isaiah Thomas	Reggie Jackson	INC	Video
Comment: Thomas (BOS) grabs and pulls Jackson (DET) away from the play affecting his FOM as he attempts to get open for the inbound pass.						
Q4	00:02.3	Instant Replay: Support Ruling			CC	Video
Comment: After communicating with the Replay Center, the ruling on the court that Thomas' (BOS) left foot was OOB while he was in contact with the ball was upheld. Detroit retained possession.						
Q4	00:02.3	Stoppage: Out-of-Bounds			CC	Video
Comment: Thomas' (BOS) left foot was OOB while he was in contact with the ball.						
Q4	00:01.7	Foul: Personal	Jae Crowder	Reggie Jackson	CC	Video
Comment: Crowder (BOS) grabs and holds Jackson (DET) and affects his ability to catch the inbound pass.						

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