



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.

Wizards @ Grizzlies (Oct 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	01:29.0	Foul: Shooting	John Wall	Mike Conley	CNC	Video
Comment:	Wall (WAS) maintains a legal guarding position on the drive to the basket and shot attempt by Conley (MEM).					
Q4	01:13.0	Foul: Defense 3 Second	Marc Gasol		INC	Video
Comment:	Gasol (MEM) is in the paint without actively guarding an opponent for longer than three seconds.					
Q4	01:05.0	Foul: Shooting	Marc Gasol	Bradley Beal	CNC	Video
Comment:	Gasol (MEM) legally contests Beal's (WAS) jump shot attempt.					
Q4	00:54.2	Foul: Personal	Bradley Beal	Mike Conley	CNC	Video
Comment:	Beal (WAS) cleanly strips the ball from Conley (MEM).					
Q4	00:24.0	Foul: Shooting	Marc Gasol	John Wall	CC	Video
Comment:	Gasol (MEM) makes contact with Wall's (WAS) arm and affects his drive to the basket and shot attempt.					
Q4	00:19.7	Foul: Personal	Vince Carter	John Wall	CNC	Video
Comment:	Carter (MEM) and Wall (WAS) briefly engage and separate on the perimeter.					
Q4	00:18.0	Foul: Personal	Marcin Gortat	Vince Carter	CNC	Video
Comment:	Gortat (WAS) engages with Carter (MEM) on the perimeter and the contact is marginal.					
Q4	00:01.4	Foul: Shooting	Mike Conley	John Wall	CNC	Video
Comment:	Conley (MEM) maintains legal guarding position and makes marginal contact with Wall (WAS) that does not affect his drive to the basket and shot attempt.					
Q4	00:01.0	Foul: Shooting	Vince Carter	John Wall	CNC	Video
Comment:	Carter (MEM) maintains legal guarding position as he defends Wall's (WAS) drive to the basket and shot attempt.					

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