



# 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.

## Kings @ Heat (Nov 01, 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: Loose Ball	Hassan Whiteside	DeMarcus Cousins	INC	<a href="#">Video</a>
<b>Comment:</b>	Whiteside (MIA) clamps the arm of Cousins (SAC) and affects his ability to retrieve the rebound.					
Q4	01:36.0	Foul: Personal	Hassan Whiteside	DeMarcus Cousins	CNC	<a href="#">Video</a>
<b>Comment:</b>	Whiteside (MIA) makes incidental contact with Cousins (SAC) and does not affect his FOM.					
Q4	01:32.0	Foul: Offensive	DeMarcus Cousins	Justise Winslow	CNC	<a href="#">Video</a>
<b>Comment:</b>	Cousins (SAC) sets the screen on Winslow (MIA) and gives him room to avoid the contact.					
Q4	01:29.0	Foul: Personal	Justise Winslow	DeMarcus Cousins	CNC	<a href="#">Video</a>
<b>Comment:</b>	Winslow (SAC) maintains legal guarding position as he defends Cousins' (SAC) drive to the basket and makes incidental contact to his arm.					
Q4	01:27.0	Foul: Offensive	DeMarcus Cousins	Justise Winslow	CNC	<a href="#">Video</a>
<b>Comment:</b>	Cousins (SAC) makes incidental contact to Winslow's (MIA) arm on his drive to the basket and does not affect his ability to defend.					
Q4	01:24.0	Foul: Personal	Ty Lawson	James Johnson	CNC	<a href="#">Video</a>
<b>Comment:</b>	Lawson (SAC) maintains legal guarding position as he defends Johnson (MIA) and does not affect his SQBR on the catch.					
Q4	01:10.0	Foul: Personal	Hassan Whiteside	DeMarcus Cousins	CNC	<a href="#">Video</a>
<b>Comment:</b>	Whiteside (MIA) maintains legal guarding position and does not dislodge Cousins (SAC) in the post.					
Q4	00:54.0	Foul: Offensive	Rudy Gay	Tyler Johnson	CNC	<a href="#">Video</a>
<b>Comment:</b>	Gay (SAC) sets the screen on Johnson (MIA) and gives him room to avoid the contact.					
Q4	00:49.0	Foul: Shooting	Hassan Whiteside	DeMarcus Cousins	CNC	<a href="#">Video</a>
<b>Comment:</b>	Whiteside (MIA) maintains legal guarding position as he defends Cousins' (SAC) shot.					
Q4	00:30.6	Foul: Offensive	DeMarcus Cousins	Hassan Whiteside	CC	<a href="#">Video</a>
<b>Comment:</b>	Cousins (SAC) initiates contact to Whiteside's (MIA) arm and holds it through his drive to the basket, affecting Whiteside's ability to defend. Even though Whiteside makes contact to Cousins' hip during the drive, the offensive foul is correctly called.					

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