



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.

Cavaliers @ Raptors (Oct 28, 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 | 01:59.0 | Foul: Loose Ball | Tristan Thompson | Jonas Valanciunas | CNC | Video |
| Comment: | Thompson (CLE) and Valanciunas (TOR) briefly engage and separate during rebounding. | | | | | |
| Q4 | 01:41.0 | Foul: Shooting | DeMarre Carroll | LeBron James | CC | Video |
| Comment: | Carroll (TOR) makes contact with James' (CLE) arm which affects his shot attempt. | | | | | |
| Q4 | 01:19.0 | Foul: Personal | Kyle Lowry | Kyrie Irving | | Video |
| Comment: | [Observable in enhanced video] Lowry (TOR) makes contact with Irving's (CLE) arm and affects his SQBR. | | | | | |
| Q4 | 01:18.0 | Foul: Shooting | Kyle Lowry | Kyrie Irving | CNC | Video |
| Comment: | Lowry (TOR) is in a legal guarding position when he contests Irving's (CLE) shot attempt. | | | | | |
| Q4 | 00:58.0 | Foul: Shooting | J.R. Smith | Kyle Lowry | CNC | Video |
| Comment: | Smith (CLE) maintains legal guarding position as he defends Lowry's (TOR) drive to the basket and shot attempt. | | | | | |
| Q4 | 00:55.0 | Foul: Loose Ball | J.R. Smith | Jonas Valanciunas | INC | Video |
| Comment: | Smith (CLE) dislodges Valanciunas (TOR) affecting his ability to retrieve the rebound. | | | | | |
| Q4 | 00:44.3 | Foul: Offensive | Jonas Valanciunas | Iman Shumpert | CNC | Video |
| Comment: | Valanciunas (TOR) sets the screen on Smith (CLE) and gives him room to avoid the contact. | | | | | |
| Q4 | 00:03.6 | Foul: Personal | Patrick Patterson | Kyrie Irving | CNC | Video |
| Comment: | Patterson (TOR) makes incidental contact with Irving (CLE) that does not affect his FOM. | | | | | |
| Q4 | 00:03.6 | Instant Replay: Support Ruling | | | CC | Video |
| Comment: | After communicating with the Replay Center, the ruling on the court was upheld and Cleveland is given possession. | | | | | |
| Q4 | 00:00.3 | Instant Replay: Support Ruling | | | CC | Video |
| Comment: | After communicating with the Replay Center, it was determined that Toronto signaled for a timeout prior to time expiring in the quarter. The game clock was then reset to 00:00.3. | | | | | |
| Q4 | 00:00.3 | Foul: Offensive | Patrick Patterson | LeBron James | CNC | Video |
| Comment: | Patterson (TOR) sets the screen on James (CLE) and gives him room to avoid the contact. | | | | | |
| Q4 | 00:00.3 | Foul: Offensive | Jonas Valanciunas | Iman Shumpert | CNC | Video |
| Comment: | Valanciunas (TOR) sets the screen on Shumpert (CLE) and gives 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