



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.

Pelicans @ Celtics (Apr 06, 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 | 01:43.0 | Turnover: Traveling | Jae Crowder | | CNC | Video |
| Comment: Crowder (BOS) maintains his pivot foot at the start of his drive. | | | | | | |
| Q4 | 01:31.0 | Foul: Offensive | Dante Cunningham | Jae Crowder | CNC | Video |
| Comment: Cunningham (NOP) sets the screen on Crowder (BOS) and gives him room to avoid the contact. | | | | | | |
| Q4 | 01:23.0 | Foul: Personal | Jordan Hamilton | Isaiah Thomas | CC | Video |
| Comment: Hamilton (NOP) makes contact with Thomas's (BOS) head after he secures the rebound. | | | | | | |
| Q4 | 00:56.2 | Foul: Shooting | Amir Johnson | Luke Babbitt | CNC | Video |
| Comment: Johnson (BOS) cleanly blocks Babbitt's (NOP) layup attempt. | | | | | | |
| Q4 | 00:29.2 | Foul: Loose Ball | Toney Douglas | Jae Crowder | CC | Video |
| Comment: Douglas (NOP) makes contact with Crowder (BOS), affecting his ability to retrieve the rebound. | | | | | | |
| Q4 | 00:26.8 | Foul: Offensive | Alexis Ajinca | Avery Bradley | CNC | Video |
| Comment: Ajinca (NOP) sets the screen on Bradley (BOS) and gives him room to avoid the contact. | | | | | | |
| Q4 | 00:15.0 | Foul: Defense 3 Second | Dante Cunningham | | | Video |
| Comment: [Incidental or immaterial] Cunningham (NOP) is in the paint without actively guarding an opponent for longer than three seconds. | | | | | | |

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