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 @ Trail Blazers (Mar 31, 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	01:57.0	Foul: Shooting	Allen Crabbe	Amir Johnson	CNC	Video
Comment:	Crabbe (POR) maintains legal guarding position as he contests Johnson's (BOS) shot attempt.					
Q4	01:28.0	Foul: Loose Ball	Mason Plumlee	Amir Johnson	CNC	Video
Comment:	LATR shows that Plumlee (POR) gets his hand on the ball and makes incidental contact with Johnson (BOS) as they jump for the rebound.					
Q4	01:27.0	Foul: Personal	Al-Farouq Aminu	Amir Johnson	CNC	Video
Comment:	Aminu (POR) cleanly strips the ball from Johnson (BOS).					
Q4	01:25.0	Foul: Personal	Damian Lillard	Amir Johnson	CNC	Video
Comment:	LATR shows that Lillard (POR) and Johnson (BOS) both have their hands on the ball and a jump ball is correctly called.					
Q4	01:12.0	Foul: Shooting	Al-Farouq Aminu	Isaiah Thomas	CNC	Video
Comment:	Aminu (POR) maintains legal guarding position and makes incidental contact with Thomas (BOS) prior to cleanly blocking his driving shot attempt.					
Q4	01:08.0	Foul: Offensive	Mason Plumlee	Evan Turner	INC	Video
Comment:	Plumlee (POR) continues moving as he sets the screen on Turner (BOS) without giving him room to avoid the contact.					
Q4	00:55.0	Foul: Personal	Allen Crabbe	Isaiah Thomas	CNC	Video
Comment:	Crabbe (POR) maintains legal guarding position as he defends Thomas's (BOS) drive.					
Q4	00:50.0	Foul: Shooting	Avery Bradley	Al-Farouq Aminu	INC	Video
Comment:	Bradley (BOS) makes contact with Aminu's (POR) head on his shot attempt.					
Q4	00:29.3	Foul: Personal	Avery Bradley	Damian Lillard	CC	Video
Comment:	LATR shows that Bradley (BOS) makes body contact with Lillard (POR) that affects his RSBQ.					
Q4	00:26.5	Foul: Personal	Allen Crabbe	Isaiah Thomas	CNC	Video
Comment:	Crabbe (POR) maintains legal guarding position and makes incidental contact with Thomas (BOS) who slips and falls to the floor.					
Q4	00:22.8	Foul: Shooting	CJ McCollum	Avery Bradley	CNC	Video
Comment:	McCollum (POR) maintains legal guarding position and legally contests Bradley's (BOS) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	00:15.9	Foul: Personal	Marcus Smart	Damian Lillard	CC	Video
Comment:	Smart (BOS) commits a take foul on Lillard (POR).					
Q4	00:15.9	Foul: Personal	Maurice Harkless	Kelly Olynyk	CNC	Video
Comment:	Harkless (POR) and Aminu (POR) maintain legal guarding position as they deflect the inbound pass intended for Olynyk (BOS).					
Q4	00:14.6	Foul: Shooting	Maurice Harkless	Kelly Olynyk	CNC	Video
Comment:	RATR shows that Harkless (POR) cleanly blocks Onlynyk's (BOS) 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