



# 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.

## Suns @ Wizards (Dec 04, 2015)

(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	01:54.0	Foul: Shooting	John Wall	Brandon Knight	CNC	<a href="#">Video</a>
<b>Comment:</b>	LATR shows that Porter (WAS) and Wall (WAS) maintain legal guarding position as they contest Knight's (PHX) shot attempt.					
Q4	01:52.0	Foul: Loose Ball	PJ Tucker	John Wall	CC	<a href="#">Video</a>
<b>Comment:</b>	Tucker (PHX) makes body contact with Wall (WAS) that affects his ability to secure the rebound.					
Q4	01:42.0	Foul: Shooting	Markieff Morris	Otto Porter	CC	<a href="#">Video</a>
<b>Comment:</b>	Morris (PHX) makes contact with Porter's (WAS) body while he is in the act of shooting his made layup attempt.					
Q4	01:29.0	Foul: Offensive	Markieff Morris	Ramon Sessions	CNC	<a href="#">Video</a>
<b>Comment:</b>	Morris (PHX) sets the screen on Sessions (WAS) and gives him room to avoid the contact.					
Q4	01:16.0	Turnover: Traveling	Otto Porter		CC	<a href="#">Video</a>
<b>Comment:</b>	Porter (WAS) splits his feet on the perimeter.					
Q4	01:07.0	Foul: Personal	Bradley Beal	PJ Tucker	CNC	<a href="#">Video</a>
<b>Comment:</b>	Beal (WAS) makes incidental contact with Tucker (PHX) that does not affect his FOM or ability to catch the entry pass.					
Q4	01:05.0	Turnover: Traveling	PJ Tucker		CC	<a href="#">Video</a>
<b>Comment:</b>	Tucker (PHX) moves his pivot foot.					
Q4	01:00.0	Foul: Offensive	Bradley Beal	Markieff Morris	CNC	<a href="#">Video</a>
<b>Comment:</b>	Beal (WAS) sets the screen on Morris (PHX) and gives him room to avoid the contact.					
Q4	00:49.2	Foul: Shooting	Ronnie Price	Bradley Beal	CNC	<a href="#">Video</a>
<b>Comment:</b>	RATR shows that Price (PHX) establishes legal guarding position, but that Beal (WAS) does not go through the space of the defender. Any contact is considered incidental.					
Q4	00:33.2	Foul: Shooting	John Wall	Brandon Knight	CNC	<a href="#">Video</a>
<b>Comment:</b>	LATR shows that Wall (WAS) maintains legal guarding position as he defends Knight's (PHX) drive and layup attempt. Any "high-five" contact after the release by Temple (WAS) is considered incidental.					
Q4	00:17.5	Foul: Shooting	Otto Porter	Eric Bledsoe	CNC	<a href="#">Video</a>
<b>Comment:</b>	LATR shows that Porter (WAS) maintains legal guarding position as he defends Bledsoe's (PHX) driving layup attempt.					
Q4	00:11.6	Foul: Personal	Ronnie Price	Bradley Beal	CC	<a href="#">Video</a>
<b>Comment:</b>	Price (PHX) reaches in for the steal and makes body contact with Beal (WAS).					
Q4	00:08.8	Foul: Shooting	Bradley Beal	Brandon Knight	CC	<a href="#">Video</a>
<b>Comment:</b>	Beal (WAS) makes contact with Knight's (PHX) arm that affects his jump shot attempt.					
Q4	00:08.8	Violation: Delay of Game			CC	<a href="#">Video</a>
<b>Comment:</b>	Phoenix is correctly assessed a Delay of Game for not taking their positions in between free throw attempts.					
Q4	00:08.8	Foul: Delay Technical			CC	<a href="#">Video</a>
<b>Comment:</b>	Phoenix is correctly assessed a technical foul for their 2nd Delay of Game for not taking their spots in between free throw attempts.					
Q4	00:06.3	Foul: Personal	PJ Tucker	Garrett Temple	CC	<a href="#">Video</a>
<b>Comment:</b>	Tucker (PHX) commits a take foul on Temple (WAS).					

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