



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 @ Pistons (Nov 17, 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	01:14.0	Foul: Personal	Reggie Jackson	LeBron James	CNC	Video
Comment: Jackson (DET) is in a legal guarding position on James' (CLE) drive.						
Q4	01:12.0	Foul: Shooting	Reggie Jackson	LeBron James	CNC	Video
Comment: Jackson (DET) maintains legal guarding position as he contests James' (CLE) shot in the lane.						
Q4	00:56.1	Foul: Defense 3 Second	Andre Drummond		CNC	Video
Comment: Drummond (DET) is in the paint within an arm's distance of Mozgov (CLE) and considered actively guarding, which suspends the defensive three seconds count.						
Q4	00:48.8	Turnover: Backcourt Turnover	LeBron James		CC	Video
Comment: James (CLE) throws the pass into the backcourt and Williams (CLE) is the first player to touch the ball.						
Q4	00:41.3	Foul: Personal	Matthew Dellavedova	Reggie Jackson	CNC	Video
Comment: Dellavedova (CLE) maintains legal guarding position and contact is created by Jackson (DET) as he begins his drive.						
Q4	00:33.4	Foul: Offensive	Matthew Dellavedova	Marcus Morris	CNC	Video
Comment: Dellavedova (CLE) sets the screen on Morris (DET) and gives him room to avoid the contact.						
Q4	00:27.0	Foul: Loose Ball	Ersan Ilyasova	Tristan Thompson	CNC	Video
Comment: Ilyasova (DET) and Thompson (CLE) briefly engage and separate during rebounding.						
Q4	00:21.3	Foul: Personal	Matthew Dellavedova	Reggie Jackson	CC	Video
Comment: Dellavedova (CLE) commits a take foul on Jackson (DET).						
Q4	00:21.3	Instant Replay: Support Ruling	Matthew Dellavedova		CC	Video
Comment: After communicating with the Replay Center, Dellavedova (ACLE) was assessed a common foul as it was determined the foul did not meet the criteria of a flagrant foul.						
Q4	00:20.6	Foul: Offensive	Tristan Thompson	Marcus Morris	CNC	Video
Comment: Thompson (CLE) sets the screen on Morris (DET) and gives him room to avoid the contact.						
Q4	00:13.8	Foul: Personal	Mo Williams	Reggie Jackson	CC	Video
Comment: Williams (CLE) makes contact with Jackson's (DET) arm as he goes for the steal.						
Q4	00:13.8	Foul: Offensive	Tristan Thompson	Kentavious Caldwell-Pope	CNC	Video
Comment: Thompson (CLE) sets the screen on Caldwell-Pope (DET) and gives him room to avoid the contact.						
Q4	00:09.9	Foul: Personal	J.R. Smith	Reggie Jackson	CC	Video
Comment: Smith (CLE) commits a take foul on Jackson (DET).						
Q4	00:05.1	Instant Replay: Support Ruling			CC	Video
Comment: After communicating with the Replay Center, the ruling on the court that the ball was last touched by Drummond (DET) was upheld.						

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