



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.

Jazz @ Thunder (Dec 13, 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	01:47.0	Foul: Shooting	Serge Ibaka	Trey Burke	CNC	Video
Comment: Burks (UTA) initiates the contact when he extends his leg into Ibaka (OKC) on the jump shot. The contact by Burks is not enough for an offensive foul.						
Q4	01:01.0	Foul: Defense 3 Second	Derrick Favors		INC	Video
Comment: Favors (UTA) is in the lane without actively guarding an opponent for longer than three seconds.						
Q4	00:57.3	Foul: Offensive	Kevin Durant	Alec Burks	CNC	Video
Comment: Burks (UTA) and Durant (OKC) make incidental contact with one another while establishing position on the perimeter.						
Q4	00:29.4	Foul: Shooting	Derrick Favors	Kevin Durant	CNC	Video
Comment: Booker (UTA) jumps vertically and absorbs the contact from Durant (OKC) on the play to basket.						
Q4	00:25.4	Foul: Shooting	Trevor Booker	Russell Westbrook	INC	Video
Comment: Booker (UTA) extends his arm into Westbrook's (OKC) body and affects his movement to the basket.						
Q5	04:33.0	Foul: Shooting	Steven Adams	Derrick Favors	INC	Video
Comment: LATR shows Adams (OKC) make contact with Favors' (UTA) body and affects his drive to the basket and shot attempt.						
Q5	03:48.0	Turnover: 3 Second Violation	Steven Adams		CNC	Video
Comment: Adams (OKC) clears the lane prior to 3 seconds elapsing.						
Q5	03:07.0	Foul: Personal	Dion Waiters	Rodney Hood	CC	Video
Comment: Waiters (OKC) makes contact with Hood (UTA) that affects his RSBQ on the perimeter.						
Q5	02:57.0	Turnover: Traveling	Alec Burks		CNC	Video
Comment: Burks (UTA) releases his dribble prior to moving his pivot foot.						
Q5	02:53.3	Foul: Shooting	Russell Westbrook	Alec Burks	CNC	Video
Comment: Westbrook (OKC) maintains legal guarding position on the jump shot by Burks (UTA).						
Q5	01:58.0	Foul: Offensive	Serge Ibaka	Gordon Hayward	CNC	Video
Comment: Ibaka (OKC) sets the screen on Hayward (UTA) and gives him room to avoid the contact.						
Q5	01:46.0	Foul: Shooting	Serge Ibaka	Gordon Hayward	CNC	Video
Comment: Ibaka (OKC) cleanly blocks the shot attempt by Hayward (UTA).						
Q5	01:08.0	Foul: Shooting	Serge Ibaka	Alec Burks	CNC	Video
Comment: Ibaka (UTA) maintains legal guarding position as he defends Burks' (UTA) drive to the basket and shot attempt.						
Q5	01:06.0	Foul: Shooting	Serge Ibaka	Derrick Favors	CNC	Video
Comment: Ibaka (OKC) maintains legal guarding position as he contests Favors' (UTA) shot attempt.						
Q5	00:06.9	Foul: Personal Take	Joe Ingles	Russell Westbrook	CC	Video
Comment: Ingles (UTA) commits a take foul on Westbrook (OKC).						

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