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 denoted with an *. 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.

Heat @ 76ers (Apr 15, 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	01:18.0	Foul: Offensive	Henry Sims	Tyler Johnson	CNC	Video
Comment:	Sims (PHI) sets the screen on Johnson (MIA) and gives him the opportunity to stop and/or change direction.					
Q4	00:54.9	Foul: Loose Ball	Tyler Johnson	JaKarr Sampson	CC	Video
Comment:	Johnson (MIA) dislodges Sampson (PHI) from behind and affects his ability to secure the rebound.					
Q4	00:42.8	Foul: Personal	Robert Covington	Tyler Johnson	CNC	Video
Comment:	LHH shows that Covington (PHI) initially makes contact with the ball causing Johnson (MIA) to lose control prior to the incidental contact with his arm and body.					
Q4	00:41.6	Instant Replay: Overturn Ruling			CC	Video
Comment:	After communicating with the Replay Center, the ruling on the court that the ball was last touched by Covington (PHI) was overturned and Philadelphia was awarded possession.					
Q4	00:34.9	Foul: Offensive	Henry Sims	James Ennis	INC	Video
Comment:	Sims (PHI) sets the screen on Ennis (MIA) without giving him the opportunity to stop and/or change direction.					
Q4	00:33.2	Foul: Shooting	Michael Beasley	Robert Covington	CNC	Video
Comment:	Beasley (MIA) makes incidental contact with Covington (PHI) that does not affect his shot attempt.					
Q4	00:22.5	Foul: Shooting	JaKarr Sampson	Michael Beasley	CNC	Video
Comment:	Sampson (PHI) makes incidental contact with Beasley (MIA) that does not affect his layup attempt.					
Q4	00:19.9	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 Covington (PHI) was upheld, and Miami retained possession.					
Q4	00:14.6	Foul: Offensive	Michael Beasley	Jerami Grant	CNC	Video
Comment:	Beasley (MIA) and Grant (PHI) briefly engage before the pass into the post.					
Q4	00:08.3	Foul: Shooting	Henry Walker	Robert Covington	CNC	Video
Comment:	Walker (MIA) legally contests Covington's (PHI) jump shot.					

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