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.

Heat @ Hornets (Apr 25, 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	01:59.0	Foul: Shooting	Courtney Lee	Dwyane Wade	CNC	Video	
Comment:	Lee (CHA) maintains a legal guarding position as he defends Wade's (MIA) drive and jump shot attempt. Wade initiates contact on the play.						
Q4	01:59.0	Turnover: Traveling	Dwyane Wade		INC	Video	
Comment:	Wade (MIA) moves his pivot foot after ending his dribble. The official is looking for any potential illegal contact and does not pick up the pivot foot.						
Q4	01:47.0	Foul: Offensive	Marvin Williams	Josh Richardson	CNC	Video	
Comment:	Williams (CHA) firms up as he sets the screen on Richardson (MIA) and gives him room to avoid the contact.						
Q4	01:35.0	Foul: Shooting	Hassan Whiteside	Al Jefferson	INC	Video	
Comment:	RHH and L-SLA show that Whiteside (MIA) makes contact with Jefferson's (CHA) arm that affects his shot attempt.						
Q4	01:29.0	Foul: Offensive	Hassan Whiteside	Marvin Williams	CNC	Video	
Comment:	Whiteside (MIA) makes incidental contact with Williams (CHA) after setting the screen.						
Q4	01:24.0	Foul: Loose Ball	Jeremy Lin	Luol Deng	INC	Video	
Comment:	Lin (CHA) makes contact with Deng's (MIA) arm that affects his ability to retrieve the rebound.						
Q4	01:22.0	Instant Replay: Support Ruling			CC	Video	
Comment:	After communicating with the Replay Center, the ruling on the court that possession belonged to Charlotte was upheld.						
Q4	01:16.0	Foul: Personal	Hassan Whiteside	Cody Zeller	CNC	Video	
Comment:	Whiteside (MIA) makes incidental contact with Zeller (CHA) away from the ball.						
Q4	01:13.0	Foul: Offensive	Cody Zeller	Josh Richardson	CNC	Video	
Comment:	Zeller (CHA) sets the screen on Richardson (MIA) and gives him room to avoid the contact.						
Q4	01:04.0	Foul: Offensive	Cody Zeller	Dwyane Wade	CNC	Video	
Comment:	Zeller (CHA) sets the screen on Wade (MIA) and gives him room to avoid the contact.						
Q4	01:03.0	Turnover: Traveling	Courtney Lee		CNC	Video	
Comment:	Lee (CHA) establishes his left foot as his pivot after he gathers the ball and is permitted one more step.						
Q4	00:45.4	Foul: Loose Ball	Hassan Whiteside	Cody Zeller	INC	Video	
Comment:	Whiteside (MIA	A) hip checks Zeller (CHA) affecting his abili	ity to retrieve the rebound.				
Q4	00:31.1	Foul: Shooting	Marvin Williams	Hassan Whiteside	CC	Video	
Comment:	Williams (CHA) makes contact with Whiteside's (MIA) arm that affects his layup attempt.						
Q4	00:17.7	Turnover: Traveling	Kemba Walker		CNC	Video	
Comment:	Walker (CHA) maintains his pivot foot.						
Q4	00:11.7	Foul: Offensive	Cody Zeller	Josh Richardson	CNC	Video	
Comment:	Zeller (CHA) sets the screen on Richardson (MIA) and gives him room to avoid the contact.						
Q4	00:07.8	Foul: Shooting	Josh Richardson	Kemba Walker	CNC	Video	
Comment:	Richardson (MIA) legally contests Walker's (CHA) jump shot attempt. Any "high-five" contact after the release is considered incidental.						
Q4	00:04.6	Foul: Loose Ball	Luol Deng	Courtney Lee	CC	Video	
Comment:	Deng (MIA) ma	Deng (MIA) makes contact with Lee's (CHA) arm, affecting his ability to retrieve the rebound.					

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