



# 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.

## Pistons @ Lakers (Mar 10, 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	01:31.0	Foul: Offensive	Jordan Hill	Spencer Dinwiddie	CNC	<a href="#">Video</a>
<b>Comment:</b> Hill (LAL) sets the screen on Dinwiddie (DET) and gives him the opportunity to stop and/or change direction.						
Q4	01:21.0	Foul: Shooting	Andre Drummond	Jordan Hill	CNC	<a href="#">Video</a>
<b>Comment:</b> Drummond (DET) makes "hi-five" contact immediately after the ball has been released on the hook shot by Hill (LAL), which is legal.						
Q4	01:09.0	Foul: Shooting	Carlos Boozer	Greg Monroe	CC	<a href="#">Video</a>
<b>Comment:</b> Boozer (LAL) makes contact with Monroe's (DET) arm and the contact affects his shot attempt.						
Q4	00:44.3	Foul: Shooting	Kentavious Caldwell-Pope	Wayne Ellington	CNC	<a href="#">Video</a>
<b>Comment:</b> Caldwell-Pope (DET) cleanly blocks the transition layup attempt by Ellington (LAL)						
Q4	00:31.0	Foul: Personal	Andre Drummond	Jeremy Lin	CC	<a href="#">Video</a>
<b>Comment:</b> RHH shows Drummond (DET) holds Lin (LAL) after he gains control of the rebound.						
Q4	00:29.0	Foul: Shooting	Jeremy Lin	Spencer Dinwiddie	CNC	<a href="#">Video</a>
<b>Comment:</b> Lin (LAL) makes no movement toward Dinwiddie (DET) as he attempts his shot.						
Q4	00:28.2	Foul: Loose Ball	Andre Drummond	Jordan Hill	INC	<a href="#">Video</a>
<b>Comment:</b> Drummond (DET) dislodges Hill (LAL) as he sets up to rebound.						
Q4	00:20.4	Foul: Personal	Spencer Dinwiddie	Jeremy Lin	CC	<a href="#">Video</a>
<b>Comment:</b> Dinwiddie (DET) commits a take foul on Lin (LAL).						
Q4	00:10.7	Foul: Personal	Jodie Meeks	Jordan Hill	CC	<a href="#">Video</a>
<b>Comment:</b> Meeks (DET) commits a take foul on Hill (LAL).						

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