



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.

Lakers @ Magic (Nov 11, 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	01:53.0	Foul: Shooting	Elfrid Payton	Lou Williams	CC	Video
Comment: Payton (ORL) makes contact with Williams' (LAL) arm, affecting his jump shot.						
Q4	01:20.0	Foul: Shooting	Tobias Harris	Julius Randle	CNC	Video
Comment: Harris (ORL) maintains legal guarding position as he defends Randle's (LAL) drive to the basket.						
Q4	01:00.0	Foul: Loose Ball	Roy Hibbert	Nikola Vucevic	CNC	Video
Comment: Hibbert (LAL) and Vucevic (ORL) make incidental contact with one another during rebounding.						
Q4	00:38.9	Foul: Shooting	Tobias Harris	Julius Randle	CNC	Video
Comment: Harris (ORL) cleanly blocks Randle's (LAL) jump shot.						
Q4	00:27.8	Turnover: Offensive Goaltending	Nikola Vucevic		CNC	Video
Comment: Vucevic (ORL) does not touch the ball until it is outside of the cylinder.						
Q4	00:01.5	Turnover: 24 Second Violation			CC	Video
Comment: The shot by Williams (LAL) does not hit the rim and a 24 Second Violation is correctly called.						
Q4	00:01.5	Instant Replay: Support Ruling			CC	Video
Comment: After communicating with the Replay Center, the ruling on the court of a 24 Second Violation was upheld.						
Q4	00:01.2	Foul: Personal	Metta World Peace	Evan Fournier	CNC	Video
Comment: As Fournier (ORL) cuts toward the rim and World Peace (LAL) steps backwards, the two connect and fall, but the contact is incidental to their progress and not enough to warrant a foul.						
Q4	00:00.0	Instant Replay: Support Ruling			CC	Video
Comment: After communicating with the Replay Center, the ruling on the court that Vucevic's (ORL) shot was released prior to the clock expiring was upheld.						

NOTE: Due to technical issues, video of plays may be unavailable or not matched to the correct time code. We apologize for any inconvenience and will post an update after the issue is resolved.

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