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.

Nets @ Rockets (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	01:35.0	Foul: Offensive	Dwight Howard	Bojan Bogdanovic	CNC	Video
Comment:	Howard (HOU) sets the screen on Bogdanovic (BKN) and gives him room to avoid the contact.					
Q4	01:18.0	Turnover: Traveling	Joe Johnson			Video
Comment:	[Observable in enhanced video] During close defensive coverage, Johnson (BKN) moves his pivot foot heel-to-toe, changing his floor position. A player may move					
	heel-to-toe provided he doesn't gain space. Deemed unobservable because the referee must focus on the close contact.					
Q4	01:01.0	Foul: Loose Ball	Ty Lawson	Jarrett Jack	CNC	Video
Comment:	Lawson (HOU) does not dislodge Jack (BKN) during rebounding.					
Q4	00:59.8	Foul: Shooting	Thaddeus Young	Ty Lawson	CNC	Video
Comment:	Young (BKN) cleanly blocks Lawson's (HOU) layup attempt.					
Q4	00:19.2	Foul: Personal	Ty Lawson	Jarrett Jack	CC	Video
Comment:	Lawson (HOU) commits a take foul on Jack (BKN).					
Q4	00:18.2	Foul: Personal	Trevor Ariza	Joe Johnson	CC	Video
Comment:	Ariza (HOU) commits a take foul on Johnson (BKN).					
Q4	00:18.2	Foul: Offensive	Dwight Howard	Jarrett Jack		Video
Comment:	[Incidental or immaterial] Howard (HOU) uses his hands to set a screen on Jack (BKN), affecting his ability to defend Thornton's (HOU) missed shot.					
Q4	00:17.8	Foul: Shooting	Jarrett Jack	Marcus Thornton	CNC	Video
Comment:	Thornton (HOU) jumps into Jack (BKN) who maintains legal guarding position as he defends the jump shot.					

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