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.

Knicks @ Pacers (Feb 24, 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	01:54.0	Foul: Offensive	Carmelo Anthony	Paul George	CNC	Video
Comment:	LHH shows that Anthony (NYK) and George (IND) briefly engage and separate while attempting to establish post position.					
Q4	01:52.0	Foul: Defense 3 Second	Monta Ellis		INC	Video
Comment:	Ellis (IND) is in the paint without actively guarding an opponent for longer than three seconds.					
Q4	01:51.0	Foul: Personal	lan Mahinmi	Carmelo Anthony	CNC	Video
Comment:	LATR and L-Slash show Mahinmi (IND) reaches in and makes contact with the ball. Anthony (NYK) raises his arm as he loses control of the ball.					
Q4	01:35.0	Foul: Offensive	Myles Turner	Lance Thomas	CNC	Video
Comment:	Turner (IND) sets the screen on Thomas (NYK) and gives him room to avoid the contact.					
Q4	01:29.0	Foul: Technical	Carmelo Anthony		CC	Video
Comment:	After communicating with the Replay Center using the Player Altercation Trigger, the officials determined that the contact by Anthony warranted a Technical Foul. All Technical Fouls are reviewed by the League Office.					
Q4	01:28.0	Foul: Offensive	Paul George	Carmelo Anthony	CNC	Video
Comment:	George (IND) s	ets the screen on Anthony (NYK) and gives hi	m room to avoid the contact.			
Q4	01:23.0	Turnover: Traveling	Paul George			Video
Comment:	[Observable in enhanced video] George (IND) jumps to pass and lands prior to releasing the ball.					
Q4	00:35.4	Foul: Offensive	Kristaps Porzingis	George Hill	INC	Video
Comment:	Porzingis (NYK) disengages from Mahinmi (IND), and steps into Hill's (IND) path without giving him room to avoid the contact.					
Q4	00:32.0	Foul: Shooting	George Hill	Kristaps Porzingis	CNC	Video
Comment:	Hill (IND) maintains legal guarding position and makes incidental contact with Porzingis (NYK) that does not affect his layup attempt.					
Q4	00:16.1	Foul: Defense 3 Second	Carmelo Anthony		INC	Video
Comment:	Anthony (NYK) is in the paint without actively guarding an opponent for longer than three seconds.					
Q4	00:13.4	Foul: Loose Ball	Jose Calderon	George Hill	CNC	Video
Comment:	Calderon (NYK) is in a legal rebounding position and does not dislodge Hill (IND).					
Q4	00:11.1	Foul: Personal	lan Mahinmi	Kristaps Porzingis	CNC	Video
Comment:	Mahinmi (IND) and Porzingis (NYK) briefly engage and separate during the inbounds play.					
Q4	00:11.1	Foul: Offensive	Kristaps Porzingis	Monta Ellis	CNC	Video
Comment:	Porzingis (NYK) sets the screen on Ellis (IND) and gives him room to avoid the contact.					
Q4	00:06.2	Foul: Shooting	lan Mahinmi	Kristaps Porzingis	CNC	Video
Comment:	Mahinmi (IND) legally contests Porzingis' (NYK) jump shot attempt. Any contact to the hand after the release is considered incidental.					
Q4	00:01.9	Foul: Personal	Langston Galloway	Myles Turner	СС	Video
Comment:	Galloway (NYK) commits a take foul on Turner (IND).					
Q4	00:01.9	Foul: Personal	Paul George	Carmelo Anthony	CNC	Video
Comment:	George (IND) a	and Anthony (NYK) briefly engage and separa	te during the inbounds play.			

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