



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 @ Knicks (Nov 08, 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 | 01:43.0 | Foul: Loose Ball | Kristaps Porzingis | Julius Randle | INC | Video |
| Comment: Porzingis (NYK) wraps up Randle (LAL) and prevents him from retrieving the rebound. | | | | | | |
| Q4 | 01:26.0 | Foul: Personal | Kobe Bryant | Carmelo Anthony | CC | Video |
| Comment: Bryant (LAL) grabs Anthony (NYK) around the waist and affects his RSBQ as he begins his drive to the basket. | | | | | | |
| Q4 | 01:19.0 | Foul: Personal | Julius Randle | Kristaps Porzingis | CC | Video |
| Comment: Randle (LAL) grabs Porzingis (NYK) after he secures the rebound. | | | | | | |
| Q4 | 01:11.0 | Foul: Personal | Jordan Clarkson | Kristaps Porzingis | INC | Video |
| Comment: RHH shows Clarkson (LAL) makes contact with Porzingis' (NYK) arm that causes him to lose control of the dribble. | | | | | | |
| Q4 | 01:08.0 | Foul: Personal | Kobe Bryant | Kristaps Porzingis | CNC | Video |
| Comment: New York is granted a timeout before the contact by Bryant (LAL) on Porzingis (NYK). The dead ball contact is not enough to warrant a technical or flagrant foul. | | | | | | |
| Q4 | 00:48.9 | Foul: Shooting | Kobe Bryant | Carmelo Anthony | CC | Video |
| Comment: Bryant (LAL) jumps from point A to point B and makes contact with Anthony's (NYK) hip as he attempts the jump shot. | | | | | | |
| Q4 | 00:44.5 | Foul: Shooting | Carmelo Anthony | Kobe Bryant | CNC | Video |
| Comment: RHH shows Anthony (NYK) make contact with Bryant's (LAL) hand while it is in contact with the ball, causing him to lose control. Contact which occurs on the hand of the offensive player, while that hand is in contact with the ball, is legal. | | | | | | |
| Q4 | 00:32.4 | Foul: Shooting | Jose Calderon | Jordan Clarkson | CNC | Video |
| Comment: Calderon (NYK) makes incidental "high-five" contact with Clarkson (LAL) after the shot has been released. | | | | | | |
| Q4 | 00:27.7 | Foul: Loose Ball | Roy Hibbert | Robin Lopez | INC | Video |
| Comment: Hibbert (LAL) dislodges Lopez (NYK) and affects his ability to retrieve the rebound. | | | | | | |
| Q4 | 00:14.6 | Foul: Personal | Roy Hibbert | Lance Thomas | CC | Video |
| Comment: Hibbert (LAL) commits a take foul on Thomas (NYK). | | | | | | |
| Q4 | 00:09.1 | Foul: Offensive | Roy Hibbert | Langston Galloway | CNC | Video |
| Comment: Hibbert (LAL) sets the screen on Galloway (NYK) and gives him room to avoid the contact. | | | | | | |

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