



# 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.

## Knicks @ Nets (Jan 13, 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	01:46.0	Foul: Shooting	Joe Johnson	Derrick Williams	INC	<a href="#">Video</a>
<b>Comment:</b> Johnson's (BKN) momentum while attempting to defend the cut causes him to make contact with Williams' (NYK) body that affects his layup attempt.						
Q4	01:37.0	Foul: Shooting	Robin Lopez	Thaddeus Young	CNC	<a href="#">Video</a>
<b>Comment:</b> Lopez (NYK) cleanly blocks Young's (BKN) driving layup attempt.						
Q4	01:35.0	Stoppage: Out-of-Bounds			CC	<a href="#">Video</a>
<b>Comment:</b> Correctly called OOB, last touched by Porzingis (NYK). Brooklyn retained possession.						
Q4	01:22.0	Foul: Shooting	Shane Larkin	Jose Calderon	CNC	<a href="#">Video</a>
<b>Comment:</b> LHH shows that Larkin (BKN) maintains legal guarding position as he defends Calderon's (NYK) drive and layup attempt. Calderon makes incidental contact with Larkin's face during his natural shooting motion.						
Q4	01:19.0	Foul: Shooting	Brook Lopez	Kristaps Porzingis	CC	<a href="#">Video</a>
<b>Comment:</b> Lopez (BKN) makes contact with Porzingis' (NYK) arm that affects his putback layup attempt.						
Q4	00:53.1	Foul: Personal	Thaddeus Young	Robin Lopez	CC	<a href="#">Video</a>
<b>Comment:</b> Young (BKN) makes contact with Lopez' (NYK) arm that affects his ability to complete the pass.						
Q4	00:36.4	Foul: Offensive	Brook Lopez	Jose Calderon	CNC	<a href="#">Video</a>
<b>Comment:</b> Lopez (BKN) makes incidental contact as he sets the screen on Calderon (NYK) and gives him room to avoid the contact.						
Q4	00:33.0	Foul: Personal	Bojan Bogdanovic	Kristaps Porzingis	CNC	<a href="#">Video</a>
<b>Comment:</b> Bogdanovic (BKN) and Porzingis (NYK) make incidental contact with one another away from the ball.						
Q4	00:29.7	Foul: Shooting	Thaddeus Young	Arron Afflalo	CNC	<a href="#">Video</a>
<b>Comment:</b> Young (BKN) maintains legal guarding position as he defends Afflalo's (NYK) drive and shot attempt.						
Q4	00:19.7	Foul: Personal	Kristaps Porzingis	Bojan Bogdanovic	CC	<a href="#">Video</a>
<b>Comment:</b> Porzingis (NYK) commits a take foul on Bogdanovic (BKN).						
Q4	00:11.3	Foul: Personal	Jose Calderon	Shane Larkin	CC	<a href="#">Video</a>
<b>Comment:</b> Calderon (NYK) commits a take foul on Larkin (BKN).						
Q4	00:07.0	Foul: Shooting	Wayne Ellington	Arron Afflalo	CNC	<a href="#">Video</a>
<b>Comment:</b> Ellington (BKN) legally contests Afflalo's (NYK) jump shot attempt.						
Q4	00:04.7	Foul: Personal	Arron Afflalo	Shane Larkin	CC	<a href="#">Video</a>
<b>Comment:</b> Afflalo (NYK) commits a take foul on Larkin (BKN).						

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