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.

## Hornets @ Bucks (Feb 19, 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	01:53.0	Foul: Shooting	Nicolas Batum	Khris Middleton	CNC	Video
Comment:	Batum (CHA) maintains legal guarding position as he contests Middleton's (MIL) driving shot attempt.					
Q4	01:42.0	Foul: Personal	Giannis Antetokounmpo	Nicolas Batum	CNC	Video
Comment:	Antetokounmpo (MIL) makes incidental contact with Batum (CHA) that does not affect his RSBQ.					
Q4	01:30.0	Foul: Shooting	Jeremy Lamb	Khris Middleton	CNC	Video
Comment:	Lamb (CHA) maintains legal guarding position and makes incidental contact with Middleton (MIL) that does not affect his drive to the basket and shot attempt.					
Q4	01:08.0	Foul: Shooting	Khris Middleton	Cody Zeller	CC	Video
Comment:	Middleton (MIL) jumps from point A to point B and makes contact with Zeller's (CHA) body that affects his shot attempt.					
Q4	00:53.4	Foul: Personal	Cody Zeller	Khris Middleton	INC	Video
Comment:	Zeller (CHA) makes body to body contact with Middleton (MIL) that affects his RSBQ.					
Q4	00:45.3	Foul: Shooting	Jeremy Lamb	Khris Middleton	CC	Video
Comment:	Lamb (CHA) makes contact with Middleton's (MIL) arm that affects his jump shot attempt.					
Q4	00:45.3	Instant Replay: Support Ruling			CC	Video
Comment:	After communicating with the Replay Center, the ruling on the court that Middleton (MIL) was behind the three point line when he was fouled was confirmed.					
Q4	00:30.5	Foul: Offensive	Cody Zeller	Giannis Antetokounmpo	CNC	Video
Comment:	Zeller (CHA) sets the screen on Antetokounmpo (MIL) and gives him room to avoid the contact.					
Q4	00:28.4	Turnover: Traveling	Marvin Williams			Video
Comment:	[Observable in enhanced video] Williams (CHA) splits his feet on the perimeter.					
Q4	00:26.7	Turnover: Traveling	Marvin Williams			Video
Comment:	[Observable in enhanced video] Williams (CHA) moves his pivot foot after ending his dribble.					
Q4	00:20.5	Foul: Personal	Kemba Walker	Michael Carter-Williams	CNC	Video
Comment:	Walker (CHA) and Carter-Williams (MIL) briefly engage and separate away from the ball.					
Q4	00:18.3	Foul: Personal	Khris Middleton	Jeremy Lamb	CNC	Video
Comment:	Middleton (MIL	.) maintains legal guarding position and o	cleanly knocks away the inbounds pass intended for Lamb	b (CHA).		
Q4	00:18.0	Instant Replay: Support Ruling			CC	Video
Comment:	After communicating with the Replay Center, the ruling on the court that the ball was last touched by Lamb (CHA) prior to going OOB was confirmed.					
Q4	00:09.7	Foul: Shooting	Nicolas Batum	Khris Middleton	CNC	Video
Comment:	Batum (CHA) legally contests Middleton's (MIL) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	00:05.6	Foul: Personal	O.J. Mayo	Kemba Walker	CC	Video
Comment:	Mayo (MIL) commits a take foul on Walker (CHA).					
Q4	00:01.9	Foul: Shooting	Nicolas Batum	Khris Middleton	CNC	Video
Comment:	Batum (CHA) legally contests Middleton's (MIL) jump shot attempt. Any "high-five" contact after the release is considered incidental.					

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