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.

Heat @ Hornets (Feb 05, 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	01:32.0	Turnover: Traveling	Dwyane Wade			Video	
Comment:	[Observable in enhanced video] Wade (MIA) splits his feet on the perimeter.						
Q4	01:30.0	Foul: Shooting	Cody Zeller	Dwyane Wade	INC	Video	
Comment:	LATR and LHH show that Zeller (CHA) jumps from point A to point B and makes contact with Wade's (MIA) body that affects his driving shot attempt.						
Q4	01:14.0	Foul: Offensive	Marvin Williams	Goran Dragic	CNC	Video	
Comment:	Williams (CHA) firms up as he sets the screen on Dragic (MIA) and gives him room to avoid the contact.						
Q4	01:02.0	Foul: Shooting	Michael Kidd-Gilchrist	Dwyane Wade	INC	Video	
Comment:	LATR and RATR show that Kidd-Gilchrist (CHA) makes contact with Wade's (MIA) face as he attempts the layup.						
Q4	00:50.9	Foul: Personal	Dwyane Wade	Nicolas Batum	CNC	Video	
Comment:	Wade (MIA) and Batum (CHA) make incidental contact with one another after Wade knocks the ball away.						
Q4	00:24.9	Foul: Offensive	Justise Winslow	Cody Zeller	CNC	Video	
Comment:	Winslow (MIA) makes incidental contact with Zeller (CHA) that does not affect his ability to defend.						
Q4	00:23.5	Foul: Shooting	Marvin Williams	Chris Bosh	CC	Video	
Comment:	Williams (CHA) makes contact with Bosh's (MIA) body on his driving layup attempt.						
Q4	00:23.2	Foul: Personal	Justise Winslow	Jeremy Lin	CNC	Video	
Comment:	As Williams (CHA) sets the legal screen, Winslow (MIA) and Lin (CHA) make incidental contact with one another during the inbounds play.						
Q4	00:21.6	Foul: Offensive	Cody Zeller	Dwyane Wade	CNC	Video	
Comment:	Zeller (CHA) sets the screen on Wade (MIA) and gives him room to avoid the contact.						
Q4	00:20.1	Foul: Offensive	Cody Zeller	Luol Deng	CNC	Video	
Comment:	Zeller (CHA) firms up as he sets the screen on Deng (MIA) and gives him room to avoid the contact.						
Q4	00:13.2	Foul: Personal	Cody Zeller	Luol Deng	CC	Video	
Comment:	Zeller (CHA) commits a take foul on Deng (MIA).						
Q4	00:09.6	Foul: Personal	Dwyane Wade	Kemba Walker	CNC	Video	
Comment:	Wade (MIA) clea	Wade (MIA) cleanly strips the ball from Walker (CHA).					
Q4	00:01.3	Foul: Loose Ball	Justise Winslow	Marvin Williams	CNC	Video	
Comment:	Winslow (MIA) does not dislodge Williams (CHA) during rebounding.						
Q4	00:01.3	Foul: Shooting	Gerald Green	Jeremy Lin	CC	Video	
Comment:	Green (MIA) mak	Green (MIA) makes contact with Lin's (CHA) body that affects his jump shot attempt.					
Q4	00:01.3	Violation: Lane	Marvin Williams			Video	
Comment:	[Observable in er	[Observable in enhanced video] Williams (CHA) enters the paint area prior to the free throw being released.					

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