



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.

Rockets @ Lakers (Oct 26, 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	01:38.0	Turnover: 3 Second Violation	Nene		INC	Video
Comment:	Nene (HOU) is in the paint for longer than three seconds.					
Q4	01:16.0	Foul: Shooting	Nene	Jordan Clarkson	CNC	Video
Comment:	Nene (HOU) maintains legal guarding position as he contests Clarkson's (LAL) shot.					
Q4	01:10.0	Foul: Personal	Jordan Clarkson	James Harden	CNC	Video
Comment:	Clarkson (LAL) cleanly strips the ball from Harden (HOU).					
Q4	01:09.0	Foul: Loose Ball	D'Angelo Russell	James Harden	CNC	Video
Comment:	Russell (LAL) and Harden (HOU) make incidental contact with one another attempting to retrieve the loose ball.					
Q4	00:48.0	Foul: Offensive	Julius Randle	Nene	CNC	Video
Comment:	Randle (LAL) does not dislodge Nene (HOU) from his legal guarding position on the drive to the basket.					
Q4	00:28.0	Foul: Loose Ball	Luol Deng	Ryan Anderson	CNC	Video
Comment:	Deng (LAL) and Anderson (HOU) briefly engage during rebounding.					
Q4	00:15.5	Foul: Away from Play	Trevor Ariza	D'Angelo Russell	INC	Video
Comment:	Ariza (HOU) grabs Russell (LAL) around the hip and affects his FOM on the inbound 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