



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.

Grizzlies @ Pacers (Oct 29, 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	01:11.0	Foul: Personal	Mike Conley	George Hill	CC	Video
Comment: Conley (MEM) bumps Hill (IND) and affects his RSBQ.						
Q4	00:56.8	Foul: Personal	Ian Mahinmi	Marc Gasol	CC	Video
Comment: Mahinmi (IND) bumps and reroutes Gasol (MEM) as he attempts to move through the paint.						
Q4	00:32.0	Turnover: Traveling	Mike Conley			Video
Comment: [Incidental or immaterial] Conley (MEM) gathers the rebound and does not travel before the time-out is called.						

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