



# 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. Similar to our instant replay standards, there must be clear and conclusive video evidence in order to make a determination that a play was incorrectly officiated. Events that are indirectly related to the outcome of a possession (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, are noted in brackets along with the explanatory comments but are not deemed to be incorrectly officiated. 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.

## Lakers @ Pacers (Nov 01, 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	01:58.0	Foul: Offensive	Larry Nance Jr.	Paul George	CNC	<a href="#">Video</a>
<b>Comment:</b>	Nance Jr. (LAL) sets the screen on George (IND) and gives him room to avoid the contact.					
Q4	01:29.0	Foul: Personal	Jeff Teague	Jordan Clarkson	CNC	<a href="#">Video</a>
<b>Comment:</b>	Teague (IND) makes incidental contact with Clarkson (LAL) off ball and does not affect his FOM.					
Q4	01:05.0	Foul: Offensive	Julius Randle	Paul George	CNC	<a href="#">Video</a>
<b>Comment:</b>	Randle (LAL) sets the screen on George (IND) and gives him room to avoid the contact.					
Q4	00:51.0	Foul: Offensive	Paul George	D'Angelo Russell	CNC	<a href="#">Video</a>
<b>Comment:</b>	George (IND) sets the screen on Russell (LAL) and gives him room to avoid the contact.					
Q4	00:37.0	Turnover: Traveling	Jordan Clarkson		INC	<a href="#">Video</a>
<b>Comment:</b>	Clarkson (LAL) moves his pivot foot.					
Q4	00:32.9	Turnover: Inbound Turnover	Monta Ellis		CNC	<a href="#">Video</a>
<b>Comment:</b>	Ellis (IND) calls the timeout within five seconds on the inbound.					
Q4	00:32.9	Foul: Personal	Jordan Clarkson	Paul George	CC	<a href="#">Video</a>
<b>Comment:</b>	Clarkson (LAL) makes contact with George's (IND) arm which affects his SQBR.					
Q4	00:32.2	Foul: Personal	Julius Randle	Paul George	CC	<a href="#">Video</a>
<b>Comment:</b>	Randle (LAL) makes body to body contact with George (IND) that affects his SQBR.					
Q4	00:32.0	Foul: Shooting	Monta Ellis	D'Angelo Russell	CNC	<a href="#">Video</a>
<b>Comment:</b>	Ellis (IND) allows Russell (LAL) to land following the jump shot attempt.					
Q4	00:16.5	Foul: Personal Take	Julius Randle	Paul George	CC	<a href="#">Video</a>
<b>Comment:</b>	Randle (LAL) commits the take foul on George (IND).					

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