# 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.

## Knicks @ Hornets (Nov 11, 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 | 01:39.0 | Foul: Offensive | Cody Zeller | Carmelo Anthony | CNC | **Video** |
| Comment: | Zeller (CHA) sets the screen on Anthony (NYK) and gives him room to avoid the contact. | | | | | |
| Q4 | 01:31.0 | Foul: Personal | Robin Lopez | Jeremy Lin | CNC | **Video** |
| Comment: | Lopez (NYK) makes contact with the ball as he reaches in for the steal. | | | | | |
| Q4 | 01:29.0 | Foul: Shooting | Jose Calderon | Jeremy Lin | CNC | **Video** |
| Comment: | Calderon (NYK) maintains a vertical position while contesting Lin's (CHA) shot. | | | | | |
| Q4 | 01:27.0 | Instant Replay: Support Ruling | | | CC | **Video** |
| Comment: | After communicating with the Replay Center, the ruling on the court that Lin's (CHA) made shot was released before the shot clock expired was upheld. | | | | | |
| Q4 | 00:44.5 | Foul: Personal | Jeremy Lin | Jose Calderon | CC | **Video** |
| Comment: | Lin (CHA) affects Calderon's (NYK) RSBQ at the start of the drive. | | | | | |
| Q4 | 00:28.5 | Foul: Personal | Lance Thomas | Cody Zeller | CC | **Video** |
| Comment: | Thomas (NYK) runs through Zeller (CHA) as he attempts to set a hand-off screen. | | | | | |
| Q4 | 00:28.5 | Foul: Loose Ball | Carmelo Anthony | Marvin Williams | INC | **Video** |
| Comment: | Anthony (NYK) faces up and holds Williams (CHA), affecting his ability to secure the rebound. | | | | | |
| Q4 | 00:07.7 | Foul: Personal | Marvin Williams | Carmelo Anthony | CNC | **Video** |
| Comment: | Williams (CHA) maintains legal guarding position as he defends Anthony (NYK) on the perimeter. | | | | | |
| Q4 | 00:06.4 | Foul: Offensive | Carmelo Anthony | Marvin Williams | CNC | **Video** |
| Comment: | Anthony (NYK) does not push off from Williams (CHA) as he creates space for the jump shot. | | | | | |
| Q4 | 00:03.7 | Instant Replay: Overturn Ruling | | | CC | **Video** |
| Comment: | After communicating with the Replay Center to determine possession after the ball was knocked out of bounds, it was determined that a shot clock violation had occurred prior to the ball going out. | | | | | |
| Q4 | 00:03.7 | Turnover: 24 Second Violation | | | CC | **Video** |
| Comment: | A 24 Second Violation occurs prior to the ball going OOB. | | | | | |
| Q4 | 00:03.7 | Foul: Offensive | Marvin Williams | Lance Thomas | CNC | **Video** |
| Comment: | Williams (CHA) sets the screen on Thomas (NYK) and gives him room to avoid the contact. | | | | | |
| Q4 | 00:00.5 | Foul: Offensive | Carmelo Anthony | Marvin Williams | INC | **Video** |
| Comment: | Anthony (NYK) grabs Williams' (CHA) arm and affects his ability to contest the jump shot. | | | | | |
| Q4 | 00:00.0 | Instant Replay: Overturn Ruling | | | CC | **Video** |
| Comment: | After communicating with the Replay Center, the ruling on the court that Porzingis' (NYK) jump shot was released prior to the clock expiring was overturned. | | | | | |

NOTE: Due to technical issues, video of plays may be unavailable or not matched to the correct time code. We apologize for any inconvenience and will post an update after the issue is resolved.

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

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