









# 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 that were at or within three points during any point in the last two-minutes of the fourth quarter (and 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 its view after further review. If you have any questions, please contact the NBA [here](#).

## Kings (116) @ Pelicans (109) December 8, 2017

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
	<div></div>					
	02:20.1	To	01:51.0			
Q4	02:00.0	Turnover: Traveling	Jameer Nelson			<a href="#">Video</a>
Comment:	[Observable in enhanced video] Nelson (NOP) splits his feet on the perimeter.					
Q4	01:51.0	Foul: Loose Ball	Zach Randolph	DeMarcus Cousins	CNC	<a href="#">Video</a>
Comment:	Randolph (SAC) and Cousins (NOP) briefly engage during rebounding.					
	<div></div>					
	01:51.1	To	01:33.0			
Q4	01:36.0	Turnover: Traveling	Buddy Hield			<a href="#">Video</a>
Comment:	[Observable in enhanced video] Hield (SAC) moves his pivot foot.					
	<div></div>					
	01:33.1	To	01:16.0			
Q4	01:21.0	Foul: Shooting	Zach Randolph	DeMarcus Cousins	CNC	<a href="#">Video</a>
Comment:	Randolph (SAC) legally contests Cousins' (NOP) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
	<div></div>					
	01:16.1	To	01:07.0			
Q4	01:08.0	Foul: Shooting	DeMarcus Cousins	Zach Randolph	CNC	<a href="#">Video</a>
Comment:	Cousins (NOP) makes marginal contact with Randolph (SAC) that does not affect his drive to the basket and shot attempt.					
	<div></div>					
	01:07.1	To	00:49.5			
Q4	00:57.1	Foul: Personal	Buddy Hield	DeMarcus Cousins	CC	<a href="#">Video</a>
Comment:	Hield (SAC) makes contact with Cousins (NOP) that affects his FOM.					
Q4	00:49.7	Foul: Shooting	Zach Randolph	DeMarcus Cousins	CNC	<a href="#">Video</a>
Comment:	Randolph (SAC) maintains legal guarding position and makes incidental contact with Cousins (NOP) that does not affect his shot attempt.					
	<div></div>					
	00:49.6	To	00:36.3			
Q4	00:42.3	Foul: Shooting	Jrue Holiday	Frank Mason	CNC	<a href="#">Video</a>
Comment:	Holiday (NOP) maintains legal guarding position during Mason's (SAC) driving shot attempt.					
Q4	00:41.3	Foul: Loose Ball	DeMarcus Cousins	Frank Mason	CNC	<a href="#">Video</a>
Comment:	Mason (SAC) makes incidental contact with Cousins (NOP) during the rebound.					
Q4	00:39.6	Foul: Personal	Jameer Nelson	Frank Mason	CNC	<a href="#">Video</a>
Comment:	Nelson (NOP) makes marginal contact with Mason (SAC) that does not affect his SQBR.					
Q4	00:36.3	Foul: Shooting	E'Twaun Moore	Buddy Hield	CNC	<a href="#">Video</a>
Comment:	Moore (NOP) makes incidental body contact with Hield (SAC) that does not affect his follow through.					















# NBA OFFICIATING Last Two Minute Report

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
	<b>00:36.4 To 00:17.7</b>					
	Q4	00:31.0	Foul: Personal	Zach Randolph	DeMarcus Cousins	CNC <a href="#">Video</a>
	Comment:	Randolph (SAC) makes incidental contact with Cousins (NOP) off ball.				
	Q4	00:28.5	Foul: Personal	Vince Carter	Anthony Davis	CNC <a href="#">Video</a>
	Comment:	Carter (SAC) makes marginal contact with Davis (NOP) during the screen.				
	Q4	00:23.0	Turnover: 3 Second Violation	Anthony Davis		<a href="#">Video</a>
	<b>00:17.8 To 00:00.0</b>					
	Q4	00:04.9	Foul: Personal	DeMarcus Cousins	Zach Randolph	CNC <a href="#">Video</a>
	Comment:	Cousins (NOP) makes marginal contact with Randolph (SAC) on the perimeter.				
	Q4	00:04.1	Foul: Offensive	Zach Randolph	DeMarcus Cousins	CNC <a href="#">Video</a>
	Comment:	Randolph (SAC) makes marginal contact with Cousins (NOP) on the perimeter.				
	Q4	00:03.1	Turnover: Traveling	Zach Randolph	DeMarcus Cousins	<a href="#">Video</a>
	<b>02:18.1 To 01:52.0</b>					
	Q5	01:58.0	Foul: Offensive	Zach Randolph	DeMarcus Cousins	CNC <a href="#">Video</a>
	Comment:	Randolph (SAC) makes marginal contact with Cousins (NOP).				
	Q5	01:57.0	Foul: Personal	DeMarcus Cousins	Zach Randolph	CNC <a href="#">Video</a>
	Comment:	Cousins (NOP) makes marginal contact with Randolph (SAC) during the drive.				
	Q5	01:54.0	Turnover: 24 Second Violation			CC <a href="#">Video</a>
	<b>01:52.1 To 01:36.0</b>					
	Q5	01:54.0	Foul: Shooting	DeMarcus Cousins	Zach Randolph	CNC <a href="#">Video</a>
	Comment:	Cousins (NOP) legally contests Randolph's (SAC) jump shot attempt. Any "high-five" contact after the release is considered incidental.				
	Q5	01:42.0	Foul: Offensive	DeMarcus Cousins	De'Aaron Fox	CNC <a href="#">Video</a>
	Comment:	Cousins (NOP) makes marginal contact with Fox (SAC) while setting the screen off ball.				
	Q5	01:41.0	Foul: Offensive	Anthony Davis	De'Aaron Fox	CNC <a href="#">Video</a>
	<b>01:38.0 To 01:36.0</b>					
	Q5	01:38.0	Foul: Offensive	Anthony Davis	De'Aaron Fox	CNC <a href="#">Video</a>
Comment:	Davis (NOP) makes marginal contact with Fox (SAC), who cleanly steals the ball.					







# NBA OFFICIATING Last Two Minute Report

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
						
	01:36.1	To	01:34.0			
Q5	01:34.0	Foul: Shooting	Jrue Holiday	De'Aaron Fox	CC	<a href="#">Video</a>
Comment:	Holiday (NOP) makes contact with Fox's (SAC) arm that affects his driving shot attempt.					
						
	01:34.1	To	01:20.0			
Q5	01:26.0	Foul: Personal	Buddy Hield	Jrue Holiday	CNC	<a href="#">Video</a>
Comment:	Hield (SAC) cleanly deflects Holiday's (NOP) pass.					
Q5	01:23.0	Foul: Personal	Buddy Hield	Jrue Holiday	CNC	<a href="#">Video</a>
Comment:	Hield (SAC) makes marginal contact with Holiday (NOP) during the drive.					
Q5	01:21.0	Foul: Shooting	Buddy Hield	Jrue Holiday	CNC	<a href="#">Video</a>
Comment:	Hield (SAC) makes clean contact with the ball during Holiday's (NOP) drive to the basket.					
Q5	01:20.0	Foul: Loose Ball	Zach Randolph	Jrue Holiday	CNC	<a href="#">Video</a>
Comment:	Randolph (SAC) and Holiday (NOP) make incidental contact with one another during rebounding.					
						
	01:20.1	To	00:58.6			
Q5	01:06.0	Foul: Personal	Jrue Holiday	Buddy Hield	CNC	<a href="#">Video</a>
Comment:	Holiday (NOP) cleanly deflects the ball away from Hield (SAC).					
Q5	00:59.3	Foul: Shooting	Anthony Davis	Frank Mason	CNC	<a href="#">Video</a>
Comment:	Davis (NOP) makes incidental contact to Mason's (SAC) body after the release of the shot.					
						
	00:50.8	To	00:32.5			
Q5	00:48.7	Foul: Personal	Jrue Holiday	Frank Mason	CNC	<a href="#">Video</a>
Comment:	Holiday (NOP) makes marginal contact with Mason (SAC) that does not affect his SQBR.					
Q5	00:47.2	Foul: Personal	Jrue Holiday	Frank Mason	CNC	<a href="#">Video</a>
Comment:	Holiday (NOP) does not make contact to Mason (SAC) in transition.					
Q5	00:45.3	Foul: Personal	Anthony Davis	Frank Mason	CNC	<a href="#">Video</a>
Comment:	Davis (NOP) makes marginal contact with Mason (SAC) that does not affect his SQBR.					
Q5	00:36.0	Foul: Personal	Jrue Holiday	Frank Mason	CNC	<a href="#">Video</a>
Comment:	Holiday (NOP) makes marginal contact with Mason (SAC) that does not affect his SQBR.					
Q5	00:33.6	Foul: Personal	Jrue Holiday	Zach Randolph	CNC	<a href="#">Video</a>
Comment:	Holiday (NOP) makes marginal contact with Randolph (SAC).					
Q5	00:32.5	Foul: Personal	DeMarcus Cousins	Frank Mason	CC	<a href="#">Video</a>
Comment:	Cousins (NOP) makes contact with Mason (SAC) that affects his SQBR.					
						
	00:32.6	To	00:27.4			
Q5	00:30.5	Foul: Shooting	Vince Carter	DeMarcus Cousins	CNC	<a href="#">Video</a>
Comment:	Carter (SAC) legally contests the shot attempt by Cousins (NOP), who initiates the contact.					
Q5	00:27.4	Turnover: Stepped out of Bounds	Buddy Hield	E'Twaun Moore		<a href="#">Video</a>
Comment:	[Observable in enhanced video] Hield (SAC) receives the ball with his foot out of bounds.					
						
	00:27.5	To	00:19.4			
Q5	00:24.8	Foul: Personal	DeMarcus Cousins	Frank Mason	CNC	<a href="#">Video</a>
Comment:	Cousins (NOP) makes incidental contact with Mason (SAC) in the backcourt.					



# NBA OFFICIATING Last Two Minute Report

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
						
	00:19.5 To 00:10.5					
Q5	00:14.0	Foul: Shooting	Zach Randolph	Jameer Nelson	CNC	<a href="#">Video</a>
Comment:	Randolph (SAC) legally contests Nelson's (NOP) jump shot attempt.					
						
	00:10.6 To 00:07.9					
Q5	00:09.3	Violation: Kicked Ball	Jrue Holiday	Buddy Hield	INC	<a href="#">Video</a>
Comment:	RO SLA shows Holiday (NOP) intentionally kicks the ball and causes it to go OOB.					

Event Assessments: CC = Correct Call, IC = Incorrect Call, CNC = Correct Non-Call, INC = Incorrect Non-Call

Common Play Abbreviations: SQBR - Speed, Quickness, Balance, Rhythm; 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. [NBA Rules](#)