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.

## Rockets (105) @ Kings (100) October 18, 2017

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video					
#	01:22.1 To	00:57.1									
	01.22.1	00.37.1									
Q4	01:05.0	Foul: Personal	Garrett Temple	James Harden	CNC	<u>Video</u>					
Comment:	Temple (SAC) makes marginal contact with Harden (HOU) that does not affect his SQBR.										
Q4	01:04.0	Turnover: Traveling	James Harden	Garrett Temple	CNC	<u>Video</u>					
Comment:	Harden (HOL	J) maintains his pivot foot.									
Q4	01:00.0	Turnover: 3 Second Violation	James Harden		INC	<u>Video</u>					
Comment:	Harden (HOL	Harden (HOU) is in the paint for longer than three seconds. Leaving the key area to go OOB does not stop the count.									
Q4	00:59.9	Foul: Personal	George Hill	Eric Gordon	CNC	<u>Video</u>					
Comment:	Hill (SAC) makes incidental contact with Gordon (HOU) that does not affect his SQBR.										
KINGS	00:57.2 To	00:38.1									
	00.57.2 10	00.38.1									
Q4	00:48.3	Turnover: Traveling	Willie Cauley-Stein	PJ Tucker		Video					
Comment:		in enhanced video] Cauley-Stein (SAC) mo	·								
Q4	00:41.6	Foul: Shooting	PJ Tucker	Willie Cauley-Stein	CC	Video					
Comment:		) makes contact with Cauley-Stein (SAC) t		wille cauley-stelli	CC	video					
Q4	00:41.6	Violation: Lane	Ryan Anderson	Willie Cauley-Stein		Video					
Comment:		UU:41.6 VIOlation: Lane Kyan Anderson Willie Cauley-Stein Violetion: Lane Louiservable in enhanced video] Anderson (HOU) enters the paint area prior to the free throw being released.									
<b>MAN</b>											
KINGS	00:28.2 To	00:26.0									
	00.20.2	55.25.5									
Q4	00:26.0	Foul: Personal	Eric Gordon	George Hill	CC	Video					
Comment:	Gordon (HOL	J) makes contact with Hill (SAC) that affec	ets his SQBR.	Ç							
Q4	00:26.0	Foul: Personal	George Hill	Eric Gordon	IC	Video					
Comment:			that does not affect his SQBR or his ability to con								
MACA!											
KINGS	00:26.1 To	00:17.0									
	10	33.27.0									
Q4	00:25.1	Instant Replay: Support Ruling			CC	Video					
Comment:	After commu	unicating with the Replay Center, it is dete	ermined that Gordon (HOU) is the correct free the	row shooter.							
Q4	00:19.4	Foul: Offensive	Buddy Hield	Eric Gordon	CNC	Video					
Comment:			J) that does not affect his ability to defend the pl								
b											
#	00:17.1 To	00:16.0									
	30.17.1										
Q4	00:16.0	Foul: Personal	Buddy Hield	James Harden	CC	Video					
Comment:		ommits a take foul on Harden (HOU).	·			<del></del>					



Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video				
KINGS	00:16.1 To	00:09.1								
Q4	00:10.2	Violation: Lane	Ryan Anderson	George Hill		<u>Video</u>				
Comment:	[Observable in enhanced video] Anderson (HOU) enters the paint area prior to the free throw being released.									
Q4	00:10.0	Foul: Personal	PJ Tucker	George Hill	СС	<u>Video</u>				
Comment:	Tucker (HOU) makes body to body contact with Hill (SAC) that affects his SQBR.									
Q4	00:09.3	Foul: Personal	PJ Tucker	Willie Cauley-Stein	CNC	<u>Video</u>				
Comment:	Tucker (HOU) makes marginal contact with Cauley-Stein (SAC) that does not affect his SQBR.									
Q4	00:09.1	Foul: Loose Ball	Buddy Hield	Ryan Anderson	СС	<u>Video</u>				
Comment:	Hield (SAC) clamps the arm of Anderson (HOU), affecting his ability to retrieve the rebound.									
4	00:07.1 To	00:06.0								
Q4	00:06.0	Foul: Personal	George Hill	Trevor Ariza	СС	<u>Video</u>				
Comment:	Hill (SAC) commits a take foul on Ariza (HOU).									
KINGS	00:06.1 To	00:00.0								
Q4 Comment:	00:02.8 Tucker (HOU)	Foul: Shooting makes contact with the ball on Fox's (SAC) s	PJ Tucker hot attempt.	De'Aaron Fox	CNC	<u>Video</u>				

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

 $Common\ Camera\ Abbreviations:\ L/RHH\ -\ Left\ or\ Right\ Hand\ Held;\ L/RATR\ -\ Left\ or\ Right\ Above\ the\ Rim;\ L/RO\ -\ Slash\ -\ Left\ or\ Right\ Slash\ -\ Left\ Right\ Slash\ -\ Right\ S$ 

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