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.

Grizzlies (102) @ Lakers (107) November 5, 2017

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video	
	02:04.1 To	01:57.0					
Q4 Comment:	01:59.0	Turnover: Traveling n enhanced video] Gasol (MEM) moves h	Marc Gasol			<u>Video</u>	
Q4	01:57.0	Turnover: Traveling	Dillon Brooks		CC	<u>Video</u>	
Comment:		I) moves his pivot foot.	Silion Brooks			video	
Antres	01:57.1 To	01:39.0					
Q4	01:47.0	Foul: Offensive	Brook Lopez	James Ennis III	CNC	<u>Video</u>	
Comment:	Lopez (LAL) se	ets the screen on Ennis III (MEM) and giv	es him room to avoid the contact.				
Q4	01:44.0	Foul: Shooting	Marc Gasol	Brandon Ingram	CNC	<u>Video</u>	
Comment:	Gasol (MEM) maintains legal guarding position and makes incidental contact with Ingram (LAL) that does not affect his drive to						
Q4	the basket an 01:39.0	nd shot attempt. Turnover: Traveling	Tyreke Evans			<u>Video</u>	
Comment:		n enhanced video] Evans (MEM) takes m	,			viueo	
AKERS	01:38.1 To	01:13.0					
Q4	01:22.0	Foul: Offensive	Brook Lopez	Mike Conley	CNC	<u>Video</u>	
Comment:	Lopez (LAL) s	ets the screen on Conley (MEM) and give	s him room to avoid the contact.				
Q4	01:18.0	Turnover: Traveling	Kyle Kuzma			<u>Video</u>	
Comment:	[Observable i	n enhanced video] Kuzma (LAL) splits his	feet on the perimeter.				
Q4	01:15.0	Foul: Defense 3 Second	Tyreke Evans			<u>Video</u>	
Comment:	[Observable in enhanced video] Evans (MEM) is in the lane without actively guarding an opponent for longer than three seconds.						
Q4	01:14.0	Turnover: 24 Second Violation			CC	<u>Video</u>	
Comment:	Correctly call	ed 24 second violation.					
Q4	01:14.0	Foul: Shooting	Dillon Brooks	Kyle Kuzma	CNC	<u>Video</u>	
Comment:	incidental. 01:13.1 To	1) legally contests Kuzma's (LAL) jump sho	t attempt. Any "high-five" contact after the relea	ase is considered			
Q4	01:05.0	Foul: Shooting	Brook Lopez	Mike Conley	CNC	<u>Video</u>	
Comment:	Lopez (LAL) le incidental.						
Exers	01:04.1 To	00:54.4					
Q4	00:57.1	Foul: Personal	Tyreke Evans	Lonzo Ball	CNC	<u>Video</u>	
Comment:	Evans (MEM)	deflects the ball away from Ball (LAL) an	d the contact to the body is incidental.				



Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video	
The state of the s	00:54.5 To	00:42.5				·	
	00.54.5	00.42.0					
Q4	00:48.5	Turnover: Stepped out of Bounds	Tyreke Evans		CNC	<u>Video</u>	
Comment:		loes not step out of bounds. Foul: Personal	Kentavious Caldwell-Pope	Dillon Brooks	CNC	red	
Q4 Comment:	00:43.8	CNC	<u>Video</u>				
Q4	00:42.5	(LAL) makes marginal contact to Brooks' (I Foul: Flagrant Type 1	Brook Lopez	Dillon Brooks	CC	Video	
Comment:		ils are reviewed by League Operations.	Brook Lopez	DIIIOII BIOOKS	CC	video	
Q4	00:42.5	Instant Replay: Overturn Ruling			CC	<u>Video</u>	
Comment:	After commun		<u>viaco</u>				
The second second	00:42.6 To	00:34.1					
Q4	00:34.8	Foul: Shooting	Kentavious Caldwell-Pope	James Ennis III	CNC	<u>Video</u>	
Comment:	Caldwell-Pope	(LAL) makes contact with the ball and with	h the part of Ennis III's (MEM) hand that is on the ba	all.			
A Paris							
Eners	00:34.2 To	00:19.1					
Q4	00:20.5	Foul: Offensive	Brook Lopez	Mike Conley	CNC	<u>Video</u>	
Comment:	Lopez (LAL) se	ts the screen on Conley (MEM) and gives h	im room to avoid the contact.				
Q4	00:19.2	Foul: Shooting	Marc Gasol	Kentavious Caldwell-Pope	CNC	<u>Video</u>	
Comment:	Gasol (MEM) le incidental.	egally contests Caldwell-Pope's (LAL) jump	shot attempt. Any "high-five" contact after the rel	ease is considered			
	incidental.						
	00:19.2 To	00:07.4					
Q4	00:09.7	Foul: Shooting	Kentavious Caldwell-Pope	Tyreke Evans	CNC	<u>Video</u>	
Comment:	Caldwell-Pope (LAL) maintains legal guarding position and makes incidental contact with Evans (MEM) that does not affect his						
	shot attempt.						
Likers	00:07.5 To	00:05.5					
Q4	00:06.2	Instant Replay: Support Ruling			CC	Video	
Comment:		cc	<u>Video</u>				
Q4	00:05.5	icating with the Replay Center, the ruling of Foul: Personal	Dillon Brooks	Brook Lopez	CC	Video	
Comment:		commits a take foul on Lopez (LAL).	DIHOH BLOOKS	Brook topez	cc	viueu	
	00:05.6 To	00:00.0					
Q4	00:03.5	Foul: Shooting	Brandon Ingram	Marc Gasol	CNC	<u>Video</u>	
Comment:		nakes marginal contact with Gasol (MEM)				<u></u>	
Q4 Comment:	00:03.5	Foul: Shooting	Brandon Ingram that does not affect his SQBR.	Marc Gasol	CNC	<u>Vide</u>	

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

 $Common\ Play\ Abbreviations:\ SQBR-Speed,\ Quickness,\ Balance,\ Rhythm;\ POC-Point\ of\ Contact;\ OOB-Out\ of\ Bounds;\ FOM-Freedom\ of\ Movement$

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

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