



# 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 its view after further review. If you have any questions, please contact the NBA Communications Department.

## Grizzlies (99) @ Kings (102) (Dec 21, 2018)

(CC = Correct Call, IC = Incorrect Call, CNC = Correct Non-Call, INC = Incorrect Non-Call)

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision
Q4	01:39.8	Foul: Loose Ball	Nemanja Bjelica	Kyle Anderson	INC
<b>Comment:</b> LLB shows Bjelica (SAC) dislodges Anderson (MEM) and affects his ability to get the rebound.					
Q4	01:39.0	Foul: Shooting	Kyle Anderson	Nemanja Bjelica	CNC
<b>Comment:</b> Anderson (MEM) makes marginal contact with Bjelica's (SAC) body during his shot attempt.					
Q4	01:26	Foul: Personal	Bogdan Bogdanovic	Shelvin Mack	CNC
<b>Comment:</b> Bogdanovic (SAC) makes marginal contact with Mack (MEM) and he is able to maintain control of the ball.					
Q4	01:21.5	Foul: Personal	De'Aaron Fox	Mike Conley	CNC
<b>Comment:</b> Fox (SAC) cleanly steals the ball from Conley (MEM).					
Q4	01:17.4	Foul: Personal	Shelvin Mack	De'Aaron Fox	CC
<b>Comment:</b> Mack (MEM) makes contact with Fox (SAC) that affects his SQBR.					
Q4	01:10.0	Foul: Offensive	Marc Gasol	Buddy Hield	CNC
<b>Comment:</b> Gasol (MEM) sets the screen on Hield (SAC) and gives him room to avoid the contact.					
Q4	01:07	Foul: Personal	Willie Cauley-Stein	Marc Gasol	CNC
<b>Comment:</b> Cauley-Stein (SAC) and Gasol (MEM) briefly engage and separate off ball.					
Q4	01:02.7	Foul: Offensive	Marc Gasol	De'Aaron Fox	CNC
<b>Comment:</b> Gasol (MEM) sets the pick on Fox (SAC) and does not deliver contact.					
Q4	00:56.7	Foul: Offensive	Marc Gasol	De'Aaron Fox	INC
<b>Comment:</b> LAR shows Gasol (MEM) leans into Fox (SAC) on the pick and delivers contact to his hip that affects his ability to defend the play.					
Q4	00:56.2	Turnover: 3 Second Violation	Kyle Anderson		
<b>Comment:</b> [Observable in enhanced video] Anderson (MEM) is in the paint and fails to clear within three seconds.					
Q4	00:35.4	Foul: Personal	Mike Conley	De'Aaron Fox	CNC
<b>Comment:</b> Conley (MEM) makes some contact with Fox's (SAC) arm, but does not affect his ability to maintain possession of the ball.					
Q4	00:20.7	Foul: Personal	De'Aaron Fox	Mike Conley	CNC
<b>Comment:</b> Fox (SAC) maintains a legal guarding position during Conley's (MEM) drive.					
Q4	00:15.3	Foul: Loose Ball	Kyle Anderson	Bogdan Bogdanovic	CNC
<b>Comment:</b> Anderson (MEM) and Bogdanovic (SAC) briefly engage and separate during the rebound.					
Q4	00:13.2	Foul: Personal	Jaren Jackson Jr.	Willie Cauley-Stein	CC
<b>Comment:</b> Jackson Jr. (MEM) commits a take foul on Cauley-Stein (SAC).					
Q4	00:09.3	Foul: Shooting	Buddy Hield	Marc Gasol	CNC
<b>Comment:</b> Hield (SAC) makes marginal contact with Gasol's (MEM) body after he releases his shot attempt and does not affect his ability to follow-through naturally.					
Q4	00:03.9	Foul: Personal	Jaren Jackson Jr.	Buddy Hield	CC
<b>Comment:</b> Jackson Jr. (MEM) commits a take foul on Hield (SAC).					
Q4	00:00.0	Violation: Defensive Goaltending	Buddy Hield	Grizzlies	CC
<b>Comment:</b> Hield (SAC) makes contact with the ball after it has hit the backboard and has a chance to score.					

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