








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 (115) @ Suns (117) October 23, 2017

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
	01:56.1 To 01:44.0					
	Q4	01:47.0	Foul: Personal	Josh Jackson	Garrett Temple	CNC Video
Comment:	Jackson (PHX) and Temple (SAC) briefly engage and separate off ball.					
Q4	01:45.0	Foul: Shooting	Josh Jackson	Garrett Temple	CNC	Video
Comment:	Jackson (PHX) legally contests Temple's (SAC) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
	01:44.1 To 01:29.0					
	Q4	01:33.0	Foul: Offensive	Marquese Chriss	George Hill	CNC Video
Comment:	Chriss (PHX) sets the screen on Hill (SAC) and gives him room to avoid the contact.					
Q4	01:30.0	Foul: Shooting	George Hill	Devin Booker	CNC	Video
Comment:	Hill (SAC) legally contests Booker's (PHX) jump shot attempt.					
	01:20.1 To 01:07.0					
	Q4	01:13.0	Foul: Offensive	Tyson Chandler	Garrett Temple	CNC Video
Comment:	Chandler (PHX) sets the screen on Temple (SAC) and gives him room to avoid the contact.					
Q4	01:09.0	Foul: Loose Ball	Willie Cauley-Stein	Tyson Chandler	INC	Video
Comment:	Cauley-Stein (SAC) dislodges Chandler (PHX), affecting his ability to retrieve the rebound.					
	01:07.1 To 00:58.0					
	Q4	01:05.0	Foul: Offensive	Skal Labissiere	Devin Booker	CNC Video
Comment:	Labissiere (SAC) sets the screen on Booker (PHX) and gives him room to avoid the contact.					
Q4	01:02.0	Foul: Offensive	Willie Cauley-Stein	Devin Booker	CNC	Video
Comment:	Cauley-Stein (SAC) sets the screen on Booker (PHX) and gives him room to avoid the contact.					
Q4	00:59.9	Foul: Shooting	Mike James	De'Aaron Fox	CNC	Video
Comment:	James (PHX) maintains legal guarding position and makes incidental contact with Fox (SAC) that does not affect his driving shot attempt.					
	00:58.1 To 00:42.0					
	Q4	00:50.0	Foul: Personal	George Hill	Devin Booker	INC Video
Comment:	Hill (SAC) grabs and holds Booker (PHX), affecting his FOM.					
Q4	00:47.6	Foul: Personal	Skal Labissiere	Mike James	CNC	Video
Comment:	Labissiere (SAC) makes marginal contact with James (PHX) that does not affect his SQBR.					
Q4	00:44.3	Foul: Personal	De'Aaron Fox	Mike James	CNC	Video
Comment:	Fox (SAC) makes incidental contact with James (PHX) and cleanly deflects the ball away from him.					



NBA OFFICIATING Last Two Minute Report

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
	<div></div> 00:42.1 To 00:35.1					
Q4	00:40.9	Foul: Shooting	Devin Booker	De'Aaron Fox	CNC	Video
Comment:	Booker (PHX) makes marginal contact with Fox (SAC) contesting his driving shot attempt.					
Q4	00:39.8	Foul: Loose Ball	Mike James	George Hill	CNC	Video
Comment:	James (PHX) and Hill (SAC) briefly engage and separate during rebounding.					
Q4	00:39.6	Foul: Loose Ball	Josh Jackson	Garrett Temple	CNC	Video
Comment:	Jackson (PHX) and Temple (SAC) make incidental contact with one another during rebounding.					
	<div></div> 00:34.1 To 00:14.1					
Q4	00:16.1	Foul: Shooting	De'Aaron Fox	Mike James	CNC	Video
Comment:	Fox (SAC) maintains a legal guarding position and makes incidental contact with James (PHX) that does not affect his drive to the basket and shot attempt.					
	<div></div> 00:14.2 To 00:10.1					
Q4	00:10.1	Instant Replay: Support Ruling			CC	Video
Comment:	After communicating with the Replay Center, the ruling on the floor of a blocking foul on Chriss (PHX) is confirmed.					
Q4	00:10.1	Foul: Shooting	Marquese Chriss	Garrett Temple	CC	Video
Comment:	Chriss (PHX) does not obtain a legal guarding position in Temple's (SAC) path and the contact affects his driving shot attempt.					
	<div></div> 00:10.2 To 00:09.1					
Q4	00:09.1	Foul: Personal	George Hill	Devin Booker	CC	Video
Comment:	Hill (SAC) commits a take foul on Booker (PHX).					
	<div></div> 00:09.2 To 00:05.0					
Q4	00:05.0	Foul: Personal	TJ Warren	George Hill	CC	Video
Comment:	Warren (PHX) makes contact to Hill (SAC) that affects his SQBR.					
	<div></div> 00:05.1 To 00:04.0					
Q4	00:04.0	Foul: Personal	De'Aaron Fox	Troy Daniels	CC	Video
Comment:	Fox (SAC) commits a take foul on Daniels (PHX).					
	<div></div> 00:04.1 To 00:00.0					
Q4	00:01.5	Foul: Shooting	Devin Booker	Garrett Temple	CNC	Video
Comment:	Booker (PHX) legally contests Temple's (SAC) jump shot attempt.					

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](#)