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.

## Clippers (129) @ Pelicans (126) December 3, 2018

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
<del>(III)</del>						
9	02:12.8 To	01:54.7				
Q4	01:59.6	Foul: Offensive	Lou Williams	Wesley Johnson	CNC	<u>Video</u>
Comment:	Williams (LAC	c) is already in Johnson's (NOP) path whe	n contact occurs and he does not deliver contact.			
Q4	01:58.6	Foul: Offensive	Montrezl Harrell	Jrue Holiday	CNC	<u>Video</u>
Comment:	Harrell (LAC) i	is already in Holiday's (NOP) path when o	contact occurs and he does not deliver contact.			
	01:54.7 To	01:41.6				
Q4	01:42.6	Foul: Shooting	Montrezl Harrell	Jrue Holiday	CNC	<u>Video</u>
Comment:	RAR shows Ha	arrell (LAC) absorbs the contact from Hol	iday (NOP) as he defends the shot attempt.			
Q4	01:42.6	Foul: Offensive	Jrue Holiday	Avery Bradley	CNC	<u>Video</u>
Comment:	RAR and LAR	show Holiday (NOP) does not extend his	arm into Bradley (LAC) as he defends the driving shot	attempt.		
ARA						
V-y	01:41.6 To	01:32.0				
Q4	01:32.1	Foul: Personal	Wesley Johnson	Lou Williams	СС	Video
Comment:			ns' (LAC) path, and the contact occurs prior to Williams			1100
	shooting moti	ion.				
			_			
	01:32.0 To	01:15.4				
Q4	01:25.0	Foul: Offensive	Wesley Johnson	Avery Bradley	CNC	<u>Video</u>
Comment:	Johnson (NOF	P) is already in Bradley's (LAC) path when	contact occurs and he does not deliver contact.			
Q4	01:16.5	Foul: Shooting	Montrezl Harrell	Wesley Johnson	CNC	<u>Video</u>
Comment:			is the primary defender on the play, maintains a legal	guarding position		
	inside the KA	as he defends Johnson's (NOP) shot atte	mpt.			
<b>₫₽</b> ₽	01:15.4 To	00:53.4				
Q4	01:05.1	Foul: Offensive	Danilo Gallinari	Jrue Holiday	CNC	<u>Video</u>
Comment:	Gallinari (LAC	) is already in Holiday's (NOP) path when	contact occurs and he does not deliver contact.			
Q4	00:59.9	Foul: Personal	Wesley Johnson	Montrezl Harrell	CNC	<u>Video</u>
Comment:			rell's (LAC) chest before immediately correcting.			
Q4	00:57.6	Turnover: Traveling	Danilo Gallinari			<u>Video</u>
Comment:		n enhanced video] Gallinari (LAC) slides h				
Q4	00:53.4	Foul: Loose Ball	Jrue Holiday	Tobias Harris	CNC	<u>Video</u>
Comment:	Holiday (NOP)	) cleanly strips the ball from Harris (LAC)	auring rebounding.			



Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video			
	00:53.4 To 00:32.2								
Q4	00:40.5 Fe	oul: Offensive	Anthony Davis	Lou Williams	CNC	<u>Video</u>			
mment:	Davis (NOP) is alrea	ady in Williams' (LAC) path when conta	act occurs and he does not deliver contact as he	e sets the off ball screen.					
Q4		oul: Shooting	Tobias Harris	Jrue Holiday	CNC	<u>Video</u>			
mment:	Harris (LAC) legally incidental.	contests Holiday's (NOP) jump shot a	ttempt. Any "high-five" contact after the release	se is considered					
V	00:32.2 To 00:	:06.4							
Q4	00:31.0 Fe	oul: Personal	Solomon Hill	Montrezi Harreli	CC	<u>Video</u>			
nment:	Hill (NOP) commits	a take foul on Harrell (LAC).							
Q4	00:31.0 Fe	oul: Loose Ball	Tobias Harris	Anthony Davis	CC	<u>Video</u>			
nment:	Harris (LAC) makes	contact with Davis (NOP) that affects	his ability to retrieve the rebound.						
Q4		oul: Offensive	Tobias Harris	Jrue Holiday	CNC	<u>Video</u>			
nment:		, , , , ,	act occurs and he does not deliver contact.						
Q4		oul: Personal	Wesley Johnson	Danilo Gallinari	CNC	<u>Video</u>			
nment:		gages with Gallinari (LAC) and does not							
Q4		oul: Personal	Jrue Holiday	Lou Williams	CNC	<u>Video</u>			
ment:			es incidental contact with Williams (LAC) on th	•	0110				
Q4 iment:		oul: Offensive	Danilo Gallinari ontact occurs and he does not deliver contact.	Jrue Holiday	CNC	<u>Video</u>			
				Lau Williama	CNC	Midaa			
Q4 ment:		oul: Shooting illy contests Williams' (LAC) jump shot	Jrue Holiday	Lou Williams	CNC	<u>Video</u>			
Q4		urnover: 3 Second Violation	Montrezl Harrell	Pelicans	CNC	Video			
ment:		he paint for less than three seconds w		rencans	CIVE	video			
	00:06.4 To 00:	:04.9							
Q4	00:06.4 T	urnover: Traveling	Darius Miller			<u>Video</u>			
ment:	[Observable in enh	nanced video] Miller (NOP) moves his p	pivot foot on the perimeter.						
Q4	00:04.9 Fe	oul: Personal	Danilo Gallinari	Darius Miller	СС	<u>Video</u>			
ment:	Gallinari (LAC) com	nmits a take foul on Miller (NOP).							
<del>(III)</del>									
9	00:04.9 To 00:	:04.5							
Q4	00:04.6 Fe	oul: Personal	Wesley Johnson	Tobias Harris	СС	<u>Video</u>			
ment:	Johnson (NOP) con	nmits a take foul on Harris (LAC).							
	00:04.5 To 00:	00.8							
Q4	00:04.5 Fe	oul: Away from Play	Patrick Beverley	Jrue Holiday	INC	<u>Video</u>			
nment:	Beverley (LAC) wra	ps Holiday (NOP) during the inbound.							
Q4	00:02.7 Fe	oul: Shooting	Avery Bradley	E'Twaun Moore	CNC	<u>Video</u>			
nment:	RAR and LLS show	Bradley (LAC) legally contests Moore's	(NOP) 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