










# 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](#).

## Pelicans (114) @ Kings (106) October 26, 2017

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
						
	02:21.1	To	01:49.0			
Q4	01:53.0	Foul: Shooting	Jrue Holiday	De'Aaron Fox	CNC	<a href="#">Video</a>
Comment:	Holiday (NOP) maintains legal guarding position and makes incidental contact with Fox (SAC) that does not affect his drive to the basket and shot attempt.					
						
	01:49.1	To	01:48.0			
Q4	01:48.0	Foul: Shooting	Bogdan Bogdanovic	Jrue Holiday	CC	<a href="#">Video</a>
Comment:	Bogdanovic (SAC) makes body to body contact with Holiday (NOP) that affects his driving shot attempt.					
						
	01:48.1	To	01:27.0			
Q4	01:36.0	Foul: Offensive	Willie Cauley-Stein	E'Twaun Moore	CNC	<a href="#">Video</a>
Comment:	Cauley-Stein (SAC) sets the screen on Moore (NOP) and gives him room to avoid the contact.					
Q4	01:32.0	Foul: Shooting	Jrue Holiday	De'Aaron Fox	CNC	<a href="#">Video</a>
Comment:	Holiday (NOP) legally contests Fox's (SAC) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	01:29.0	Foul: Loose Ball	Dante Cunningham	Zach Randolph	CNC	<a href="#">Video</a>
Comment:	Cunningham (NOP) and Randolph (SAC) briefly engage and separate during rebounding.					
						
	01:27.1	To	01:15.0			
Q4	01:18.0	Foul: Offensive	DeMarcus Cousins	De'Aaron Fox	CNC	<a href="#">Video</a>
Comment:	Cousins (NOP) sets the screen on Fox (SAC) and gives him room to avoid the contact.					
						
	01:15.1	To	00:50.1			
Q4	01:01.0	Foul: Offensive	Willie Cauley-Stein	Jrue Holiday	CNC	<a href="#">Video</a>
Comment:	Cauley-Stein (SAC) sets the screen on Holiday (NOP) and gives him room to avoid the contact.					
Q4	00:57.5	Turnover: Traveling	Bogdan Bogdanovic			<a href="#">Video</a>
Comment:	[Observable in enhanced video] Bogdanovic (SAC) slides his pivot foot.					
						
	00:50.2	To	00:33.1			
Q4	00:40.5	Foul: Shooting	Zach Randolph	DeMarcus Cousins	CNC	<a href="#">Video</a>
Comment:	Randolph (SAC) makes marginal contact with Cousins (NOP) that does not affect his shot attempt.					
						
	00:33.2	To	00:17.1			
Q4	00:26.0	Foul: Offensive	Willie Cauley-Stein	Jameer Nelson	CNC	<a href="#">Video</a>
Comment:	Cauley-Stein (SAC) sets the screen on Nelson (NOP) and gives him room to avoid the contact.					
Q4	00:24.0	Foul: Personal	Dante Cunningham	Willie Cauley-Stein	CNC	<a href="#">Video</a>
Comment:	Cunningham (NOP) makes marginal contact with Cauley-Stein (SAC) that does not affect his SQBR.					



# NBA OFFICIATING Last Two Minute Report

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
--------	------	-----------	-------------------	----------------------	-----------------	-------

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](#)