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.

Nets (101) @ Pistons (100) January 21, 2018

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video			
NEIS									
•	02:16.1 To 01:46.0								
Q4	01:59.0	Foul: Personal	Ish Smith	Spencer Dinwiddie	CNC	<u>Video</u>			
Comment:	Smith (DET) has his hands on the ball and any contact with Dinwiddie (BKN) is incidental.								
Q4	01:51.0	Foul: Shooting	Ish Smith	Spencer Dinwiddie	INC	<u>Video</u>			
Comment:	Smith (DET) moves into Dinwiddie's (BKN) space and does not allow him to land on his jump shot attempt.								
Q4	01:49.0	Foul: Loose Ball	Quincy Acy	Andre Drummond	CNC	<u>Video</u>			
Comment:	Acy (BKN) ma	akes marginal contact with Drummond ([ET) that does not affect his ability to retrieve the r	ebound.					
NE S									
•	01:35.1 To	01:21.0							
Q4	01:25.0	Foul: Personal	Stanley Johnson	Caris LeVert	CNC	<u>Video</u>			
Comment:	Johnson (DE	T) maintains legal guarding position and r	nakes incidental contact with LeVert (BKN) that do	es not affect his SQBR.					
OL TROUT POST 1005									
	01:21.1 To	01:03.0							
Q4	01:15.0	Foul: Offensive	Andre Drummond	DeMarre Carroll	CNC	<u>Video</u>			
Comment:	Drummond ((DET) sets the screen on Carroll (BKN) and	gives him room to avoid the contact.						
Q4	01:12.0	Foul: Loose Ball	Andre Drummond	Quincy Acy	CNC	<u>Video</u>			
Comment:	Drummond ((DET) makes incidental contact with Acy (BKN) during rebounding.						
Q4	01:08.0	Foul: Shooting	Quincy Acy	Andre Drummond	CNC	<u>Video</u>			
Comment:	Acy (BKN) do	oes not make contact with Drummond (D	ET) as he defends the shot attempt.						
NE IS									
•	01:03.1 To	00:42.2							
Q4	00:45.8	Foul: Personal	Stanley Johnson	Caris LeVert	CNC	<u>Video</u>			
Comment:		T) maintains legal guarding position and r	nakes incidental contact with LeVert (BKN) that do	es not affect his ability to					
Q4	pass. 00:42.2	Foul: Loose Ball	Andre Drummond	Caris LeVert	CC	Video			
Comment:			affects his ability to control the rebound and atten						
DITION									
POTIONS	00:42.3 To	00:31.9							
Q4	00:37.5	Foul: Offensive	Andre Drummond	Spencer Dinwiddie	CNC	<u>Video</u>			
Comment:	Drummond (DET) sets the screen on Dinwiddie (BKN) and gives him room to avoid the contact.								
Q4	00:35.2	Foul: Offensive	Andre Drummond	Allen Crabbe	CNC	<u>Video</u>			
Comment:	Drummond (DET) sets the screen on Crabbe (BKN) and gives him room to avoid the contact.								
Q4	00:32.2	Foul: Shooting	DeMarre Carroll	Stanley Johnson	CNC	<u>Video</u>			
Comment:	Carroll (BKN)) makes marginal contact with Johnson (D	ET) that does not affect his shot near the rim.						



Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video			
NETS B									
	00:32.0 To	00:13.7							
Q4	00:18.3	Foul: Offensive	Quincy Acy	Stanley Johnson	CNC	<u>Video</u>			
Comment:	Acy (BKN) sets the screen on Johnson (DET) and gives him room to avoid the contact.								
Q4	00:15.7	Foul: Personal	Stanley Johnson	Caris LeVert	CNC	<u>Video</u>			
Comment:	Johnson (DET) maintains legal guarding position and makes incidental contact with LeVert (BKN) that does not affect his drive to the basket.								
Q4	00:13.7	Foul: Shooting	Stanley Johnson	Caris LeVert	CC	<u>Video</u>			
Comment:	Johnson (DET) makes contact to LeVert's (BKN) arm that affects his jump shot attempt.								
Q4	00:13.7	Turnover: 5 Second Inbound	Luke Kennard			<u>Video</u>			
Comment:	[Detectable with stop watch] Prior to the awarded timeout, Kennard (DET) does not inbound the ball within five seconds.								
ULTRU									
	00:13.8 To	00:04.7							
Q4	00:11.6	Foul: Offensive	Andre Drummond	Caris LeVert	CNC	<u>Video</u>			
Comment:	Drummond ([DET) sets the screen on LeVert (BKN) and $arepsilon$	gives him room to avoid the contact.						
Q4	00:07.6	Foul: Offensive	Andre Drummond	Caris LeVert	CNC	<u>Video</u>			
Comment:	Drummond (I	DET) makes marginal contact with LeVert (BKN) that does not affect his ability to defend the	play.					
Q4	00:06.7	Foul: Shooting	Caris LeVert	Andre Drummond	CNC	<u>Video</u>			
Comment:	LeVert (BKN) makes marginal contact with Drummond (DET) that does not affect his drive to the basket and shot attempt.								
Q4	00:06.1	Turnover: Traveling	Andre Drummond		CNC	<u>Video</u>			
Comment:	Drummond (DET) gathers the ball with his right foot planted on the floor and he takes two legal steps.								
Q4	00:04.7	Turnover: 5 Second Inbound	Joe Harris			<u>Video</u>			
Comment:	[Detectable with stop watch] Prior to the awarded timeout, Harris (BKN) does not inbound the ball within five seconds.								
NE IS									
•	00:04.8 To	00:01.1							
Q4	00:01.7	Foul: Shooting	Andre Drummond	Spencer Dinwiddie	CNC	<u>Video</u>			
Comment:	Drummond ([DET) makes incidental "high-five" contact	with Dinwiddie's (BKN) hand after he has released	the shot attempt.					
	Drummond has his leg slightly extended and Dinwiddie is jumping forward, initiating the marginal contact to the body.								
OF FROM PICTURES	00:01.2 To	00:00.0							
	00.01.2 10	00.00.0							
Q4	00:00.8	Foul: Personal	Quincy Acy	Andre Drummond	CNC	<u>Video</u>			
Comment:	Acy (BKN) cleanly dislodges the ball from Drummond (DET).								

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