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.

Hornets (87) @ Celtics (90) November 10, 2017

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video		
Honness	03:19.1 To 01:	52.0						
	02:18.1 To 01:	52.0						
Q4	01:59.0 Fo	oul: Loose Ball	Cody Zeller	Marcus Morris	CNC	<u>Video</u>		
Comment:	Zeller (CHA) makes	incidental contact with Morris (B	OS) and cleanly retrieves the rebound.					
Q4	01:55.0 Fo	oul: Loose Ball	Marvin Williams	Jayson Tatum	CNC	<u>Video</u>		
Comment:	Williams (CHA) mal	kes incidental contact with Tatum	's (BOS) arm during the rebounding action.					
	01:52.1 To 01:	30.0						
Q4	01:31.0 Fo	oul: Shooting	Michael Kidd-Gilchrist	Jayson Tatum	CNC	<u>Video</u>		
Comment:	Kidd-Gilchrist (CHA) makes marginal body contact wi	th Tatum (BOS) that doesn't affect his driving shot at	ttempt.				
Horneis								
Y	01:30.1 To 01:	20.0						
Q4	01:22.0 Fo	oul: Personal	Marcus Smart	Kemba Walker	CNC	<u>Video</u>		
Comment:	Smart (BOS) makes	marginal contact with Walker (Ci	HA) during his drive that doesn't affect his SQBR.					
Q4	01:20.0 Fo	oul: Shooting	Jayson Tatum	Kemba Walker	СС	<u>Video</u>		
Comment:	Tatum (BOS) is in the	ne RA when he makes body conta	ct with Walker (CHA) that affects his driving shot atte	empt.				
	01:20.1 To 00:	48.1						
Q4		oul: Shooting	Cody Zeller	Jayson Tatum	CNC	<u>Video</u>		
Comment:			gally contesting Tatum's (BOS) driving shot attempt.					
Q4 Comment:		oul: Loose Ball	Marvin Williams stact to his face, affecting his ability to retrieve the re	Jayson Tatum	INC	<u>Video</u>		
Q4					CNC	Vidoo		
Comment:	00:52.7 Foul: Shooting Cody Zeller Marcus Morris CNC <u>Vide</u> Zeller (CHA) legally contests Morris' (BOS) jump shot and makes incidental contact afterwards that doesn't affect his shot							
	attempt.							
Q4		oul: Loose Ball	Marcus Smart	Jeremy Lamb	CNC	<u>Video</u>		
Comment:	Smart (BOS) and La	imb (CHA) make incidental contac	t as they go for the rebound.					
HORNETS-	20.000 - 00							
,	00:48.2 To 00:	45.7						
Q4	00:45.7 Fo	oul: Shooting	Jaylen Brown	Kemba Walker	СС	<u>Video</u>		
Comment:	Brown (BOS) make	s contact with Walker's (CHA) bod	y during his driving shot attempt.					
	00:45.8 To 00:	23.8						
		l. Danieral	Cody Zeller	Jayson Tatum	CNC	<u>Video</u>		
Q4	00:30.1 Fo	oul: Personal						
			S) off-ball that doesn't affect his FOM.					
Q4 Comment: Q4	Zeller (CHA) makes		•	Marcus Morris	CNC	<u>Video</u>		



Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video				
The state of the s	00:23.9 To	00:17.1								
Q4	00:23.0	Foul: Offensive	Cody Zeller	Marcus Smart		<u>Video</u>				
Comment:	[Observable i	[Observable in enhanced video] LATR shows Zeller (CHA) sets a screen on Smart (BOS) and creates incidental contact.								
Q4	00:20.8	Foul: Offensive	Cody Zeller	Marcus Smart	CNC	<u>Video</u>				
Comment:	Zeller (CHA)	sets the screen on Smart (BOS) and makes	incidental contact that doesn't affect his ability to	defend.						
Q4	00:18.5	Foul: Shooting	Jayson Tatum	Kemba Walker	CNC	<u>Video</u>				
Comment:	Tatum (BOS)	Tatum (BOS) makes incidental contact with Walker (CHA) that doesn't affect his driving shot attempt.								
	00:17.2 To	00:14.8								
Q4	00:16.0	Turnover: Traveling	Marcus Morris			<u>Video</u>				
Comment:	[Observable in enhanced video] Morris (BOS) moves his pivot foot heel to toe.									
Q4	00:14.8	Instant Replay: Support Ruling	Terry Rozier		СС	<u>Video</u>				
Comment:	After commu	nicating with the Replay Center, the ruling	on the court was upheld.							
Q4	00:14.8	Foul: Offensive	Marvin Williams	Marcus Smart	CNC	<u>Video</u>				
Comment:	Williams (CHA) sets the screen on Smart (BOS) and gives him room to avoid the contact.									
-Hommer's	00:14.9 To	00:03.6								
Q4	00:13.5	Foul: Personal	Marcus Morris	Cody Zeller	CNC	<u>Video</u>				
Comment:	Morris (BOS)	Morris (BOS) briefly grasps Zeller's (CHA) jersey without affecting his FOM.								
Q4	00:09.2	Foul: Offensive	Cody Zeller	Marcus Smart	CNC	<u>Video</u>				
Comment:	Zeller (CHA) makes incidental contact with Smart (BOS) that doesn't affect his ability to defend.									
Q4	00:06.9	Turnover: 3 Second Violation	Cody Zeller			<u>Video</u>				
Comment:	[Detectable with stop watch] Zeller (CHA) is in the paint for longer than three seconds.									
Q4	00:06.1	Foul: Shooting	Marcus Morris	Kemba Walker	CNC	<u>Video</u>				
Comment:	RHH shows Morris (BOS) allows Walker (CHA) to land following the jump shot attempt and Walker (CHA) lands safely following incidental contact.									
Q4	00:03.6	Foul: Personal Take	Kemba Walker	Terry Rozier	СС	<u>Video</u>				
Comment:	Walker (CHA) commits a take foul on Rozier (BOS).									
Q4	00:03.6	Violation: Kicked Ball	Jaylen Brown		CNC	<u>Video</u>				
Comment:	Brown (BOS)	does not intentionally kick the ball on the	play.							

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