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.

## Rockets (112) @ Clippers (115) October 21, 2018

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
<del>(IE)</del>						
9	02:10.8 To	01:55.7				
Q4	01:55.8	Foul: Personal	Eric Gordon	Lou Williams	CNC	<u>Video</u>
Comment:		) makes marginal contact with Williams (L	AC) as he cleanly deflects the ball away.			
æ						
$\pi$	01:55.7 To	01:50.1				
24	04.50.5	Foods Charakters	Tobias Harris	Investigation	CNC	Ned
Q4 Comment:	01:50.5 LLS shows Hai	Foul: Shooting ris (LAC) makes contact with the ball and	incidental contact with Harden's (HOU) hand while	James Harden it is considered part of	CNC	<u>Video</u>
	the ball.	, ,	, ,	·		
₽	01:43.4 To	01:36.1				
	01:45.4 10	01.56.1				
Q4	01:43.4	Foul: Personal	Shai Gilgeous-Alexander	James Harden	CNC	<u>Video</u>
Comment:	Gilgeous-Alex	ander (LAC) makes marginal contact with	Harden (HOU) that does not affect his SQBR.			
₽						
,	00:45.7 To	00:29.5				
Q4	00:40.0	Foul: Offensive	PJ Tucker	Shai Gilgeous-Alexander	CNC	<u>Video</u>
Comment:	Tucker (HOU)	firms up in a screening position in Gilgeou	us-Alexander's (LAC) path and does not deliver the c	ontact.		
Q4	00:38.3	Foul: Personal	Danilo Gallinari	James Harden	СС	<u>Video</u>
Comment:	Gallinari (LAC) is not in a legal guarding position and moves laterally into Harden's (HOU) path and the contact affects his SQBR.					
Q4	00:34.8	Foul: Offensive	Clint Capela	Avery Bradley	CNC	<u>Video</u>
Comment:			Bradley's (LAC) path, but any contact is marginal.	leaves Headen	66	Ned
Q4 Comment:	00:29.5 Harrell (LAC) r	Foul: Shooting makes contact with Harden's (HOU) head	Montrezl Harrell during his shooting motion on the jump shot attemp	James Harden ot.	СС	<u>Video</u>
<b>₽₽</b> ₽	00:29.5 To	00:04.6				
Q4	00:19	Foul: Personal	Carmelo Anthony	Tobias Harris	CNC	<u>Video</u>
Comment:	Anthony (HOU) engages with Harris (LAC) and briefly places two arms around him and immediately removes them. The contact does not affect his SQBR.					
Q4	00:07.4	Foul: Personal	Carmelo Anthony	Lou Williams	INC	<u>Video</u>
Comment:			t arm prior to his gather on the jump shot attempt.			
Q4 Comment:	00:04.6	Foul: Loose Ball and Harris (LAC) engage and disengage di	Clint Capela	Tobias Harris	CNC	<u>Video</u>
<b>b</b>	Capcia (1100)	and harris (Bro) engage and disengage di	<sub></sub>			
4	00:04.6 To	00:00.0				
Q4	00:02.0	Foul: Personal	Danilo Gallinari	James Harden	CNC	<u>Video</u>
Comment:	Gallinari (LAC)	makes contact with the ball and margina	l contact with Harden (HOU) during his drive.			

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