Below is the league's assessment of officiated events that occurred in the last two minutes of last night's games which were within five points at the two-minute mark (and during 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.

Kings (97) @ Lakers (96) (Feb 14, 2017)

(CC = Correct Call, IC = Incorrect Call, CNC = Correct Non-Call, INC = Incorrect Non-Call)

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video	
Q4	01:59.0	Foul: Shooting	Tarik Black	DeMarcus Cousins	CNC	Video	
Comment:	Black (LAL) legally contests Cousins' (SAC) jump shot attempt. Any "high-five" contact after the release is considered incidental.						
Q4	01:48.0	Foul: Offensive	Tarik Black	Darren Collison	CNC	Video	
Comment:	Black (LAL) sets the screen on Collison (SAC) and gives him room to avoid the contact.						
Q4	01:35.0	Foul: Personal	Tarik Black	DeMarcus Cousins	CNC	Video	
Comment:	Black (LAL) makes incidental contact with Cousins (SAC) in the post.						
Q4	01:33.0	Turnover: Traveling	DeMarcus Cousins			Video	
Comment:	[Observable in enhanced video] Cousins (SAC) moves his pivot foot.						
Q4	01:31.0	Foul: Shooting	Tarik Black	DeMarcus Cousins	СС	Video	
Comment:	Black (LAL) makes contact with Cousins' (SAC) arms that affects his post shot attempt.						
Q4	01:19.0	Foul: Defense 3 Second	Matt Barnes		CNC	Video	
Comment:	Barnes (SAC) clears the lane within three seconds.						
Q4	01:04.0	Violation: Delay of Game			CC	Video	
Comment:	SAC do not exit	SAC do not exit the timeout in a timely manner.					
Q4	01:04.0	Foul: Loose Ball	Matt Barnes	Nick Young	CNC	Video	
Comment:	Barnes (SAC) and Young (LAL) briefly engage and separate during rebounding.						
Q4	01:04.0	Foul: Shooting	Larry Nance Jr.	DeMarcus Cousins	CC	Video	
Comment:	Nance Jr. (LAL) makes contact with Cousins' (SAC) body that affects his post shot attempt.						
Q4	00:33.7	Foul: Offensive	Lou Williams	Darren Collison	CNC	Video	
Comment:	Williams (LAL) makes incidental foot to foot contact with Collison (SAC) that does not affect his ability to defend.						
Q4	00:17.0	Foul: Defense 3 Second	Jordan Clarkson			Video	
Comment:	[Detectable with stop watch] Clarkson (LAL) is in the paint without actively guarding an opponent for longer than three seconds.						
Q4	00:10.8	Foul: Loose Ball	DeMarcus Cousins	Larry Nance Jr.	CNC	Video	
Comment:	Cousins (SAC) and Nance Jr. (LAL) briefly engage and separate during rebounding.						
Q4	00:09.0	Foul: Loose Ball	Matt Barnes	Larry Nance Jr.	CNC	Video	
Comment:	Barnes (SAC) and Nance Jr. (LAL) briefly engage and separate during rebounding.						
Q4	00:09.0	Violation: Lane	Timofey Mozgov			Video	
Comment:	[Observable in enhanced video] Mozgov (LAL) enters the paint area prior to the free throw being released.						
Q4	00:09.0	Foul: Shooting	Larry Nance Jr.	DeMarcus Cousins	CC	Video	
Comment:	Nance Jr. (LAL) makes contact with Cousins' (SAC) arms that affects his shot attempt.						
Q4	00:09.0	Foul: Loose Ball	Anthony Tolliver	Timofey Mozgov	CNC	Video	
Comment:	Tolliver (SAC) and Mozgov (LAL) make incidental contact with one another during rebounding.						
Q4	00:07.7	Foul: Loose Ball	Anthony Tolliver	Brandon Ingram	CNC	Video	
Comment:	Tolliver (SAC) and Ingram (LAL) briefly engage and separate during rebounding.						
Q4	00:02.0	Foul: Offensive	Timofey Mozgov	Darren Collison	CNC	Video	
Comment:	Mozgov (LAL) sets the screen on Collison (SAC) and gives him room to avoid the contact.						

Common Play Abbreviations: SQBR - Speed, Quickness, Balance, Rhythm; POC - Point of Contact; OOB - Out of Bounds; FOM - Freedom of Movement

 $Common \ Camera \ Abbreviations: \ L/RHH - Left \ or \ Right \ Hand \ Held; \ L/RATR - Left \ or \ Right \ Above \ the \ Rim; \ L/RO - Slash - Left \ or \ Right \ Slash \ Slash - Left \ or \ Right \ Slash \ Slash$

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

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