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.

Clippers (96) @ Rockets (101) March 15, 2018

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
#						
	02:06.1 To	01:34.0				
Q4	01:43.0	Foul: Personal	DeAndre Jordan	Clint Capela	CNC	<u>Video</u>
Comment:	Jordan (LAC) n	naintains legal guarding position and ab	sorbs the contact from Capela (HOU) on his drive to t	the basket.		
Q4	01:41.0	Foul: Loose Ball	Austin Rivers	PJ Tucker	CNC	<u>Video</u>
Comment:		nd Tucker (HOU) make incidental contac	-			
Q4 Comment:	01:41.0	Foul: Shooting	Lou Williams	Chris Paul	CNC	<u>Video</u>
comment:	Williams (LAC) legally contests Paul's (HOU) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	01:36.0	Foul: Personal	James Harden	Sindarius Thornwell	CNC	<u>Video</u>
Comment:	Harden (HOU)	makes marginal contact with Thornwel	Il (LAC) that does not affect his ability to receive the p	pass.		
₽						
,	01:33.1 To	01:00.0				
Q4	01:15.0	Foul: Shooting	DeAndre Jordan	Trevor Ariza	INC	<u>Video</u>
Comment:	RHH shows Joi	rdan (LAC) makes contact to Ariza's (HO	U) arm that affects his driving shot attempt.			
Q4	01:09.0	Foul: Shooting	Austin Rivers	PJ Tucker	CNC	<u>Video</u>
Comment:	Rivers (LAC) legally contests Tucker's (HOU) jump shot attempt.					
(IE)						
	01:00.1 To	00:52.8				
Q4	00:59.5	Foul: Personal	Clint Capela	Lou Williams	CNC	Video
Comment:		briefly grasps Williams' (LAC) jersey but	·	200 1111101115	G.V.C	
Q4	00:57.2	Foul: Defense 3 Second	James Harden		INC	Video
Comment:	Harden (HOU)	is in the paint without actively guarding	g an opponent for longer than three seconds.			
AIRA						
V ₁	00:29.5 To	00:07.1				
0.4	00:24.2	Facility Officeration	Padadas landas	DITudos	CNC	and
Q4 Comment:	00:24.3 Foul: Offensive DeAndre Jordan PJ Tucker CNC <u>Vi</u> Jordan (LAC) sets the screen on Tucker (HOU) and gives him room to avoid the contact.					<u>Video</u>
Q4	00:23.6	Foul: Personal	PJ Tucker	Tobias Harris	CC	Video
Comment:	From available camera angles, Tucker (HOU) makes contact to Harris (LAC) that affects his FOM.					
Q4	00:19.0	Foul: Offensive	DeAndre Jordan	PJ Tucker	CNC	Video
Comment:	Jordan (LAC) s	ets the screen on Tucker (HOU) and give	es him room to avoid the contact.			
Q4	00:18.7	Foul: Personal	Trevor Ariza	Lou Williams	CNC	Video
Comment:	Ariza (HOU) br	riefly grasps Williams' (LAC) jersey but d	oes not affect his FOM.			
Q4	00:07.1	Foul: Personal	Lou Williams	Chris Paul	СС	<u>Video</u>
Comment:	Williams (LAC)	commits a take foul on Paul (HOU).				
#	00:07.2 To	00:05.3				
Q4	00:06.2	Foul: Personal	Lou Williams	James Harden	СС	<u>Video</u>
Comment:	Williams (LAC)	commits a take foul on Harden (HOU).				

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