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.

Knicks (105) @ Pelicans (103) December 30, 2017

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video			
	02:03.1 To	01:30.0							
0.4		Foul: Offensive	hand to d	Author Paris	CNC				
Q4 Comment:	01:50.0	roui: Οπensive ts the screen on Davis (NOP) and gives hi	Jarrett Jack m room to avoid the contact	Anthony Davis	CNC	<u>Video</u>			
Q4	01:33.0	Foul: Personal	Darius Miller	Jarrett Jack	CNC	<u>Video</u>			
Comment:		maintains legal guarding position and do		Julicet Juck	CIVE	<u>video</u>			
	01:30.1 To	01:06.0							
Q4	01:22.0	Foul: Personal	Joakim Noah	DeMarcus Cousins	CNC	<u>Video</u>			
Comment:	Noah (NYK) makes marginal contact with Cousins (NOP) that does not affect his FOM.								
Q4	01:10.0	Foul: Shooting	Kristaps Porzingis	Anthony Davis	CNC	<u>Video</u>			
Comment:	Porzingis (NYI	K) legally contests Davis' (NOP) jump sho	t attempt.						
	01:06.1 To	01:02.0							
Q4	01:04.0	Foul: Offensive	Kristaps Porzingis	Darius Miller	CNC	<u>Video</u>			
Comment:	Porzingis (NYK) sets the screen on Miller (NOP) and gives him room to avoid the contact.								
Q4	01:02.0	Foul: Shooting	DeMarcus Cousins	Kristaps Porzingis	CNC	<u>Video</u>			
Comment:	Cousins (NOP) maintains legal guarding position and makes incidental contact with Porzingis (NYK) that does not affect his drive								
Q4	01:02.0	and shot attempt. Foul: Offensive	Joakim Noah	DeMarcus Cousins	CNC	<u>Video</u>			
Comment:	Noah (NYK) m	nakes marginal contact with Cousins (NO	P) that does not affect his ability to defend.						
	01:02.1 To	00:53.7							
Q4	00:57.0	Foul: Shooting	Joakim Noah	DeMarcus Cousins	CNC	<u>Video</u>			
Comment:	Noah (NYK) legally contests Cousins' (NOP) jump shot attempt. Any "high-five" contact after the release is considered incidental.								
Q4	00:55.6	Foul: Loose Ball	Kristaps Porzingis	Anthony Davis	CNC	<u>Video</u>			
Comment:	Porzingis (NYI								
	00:53.8 To	00:38.7							
Q4	00:46.2	Foul: Offensive	Joakim Noah	Jrue Holiday	CNC	<u>Video</u>			
Comment:	Noah (NYK) sets the screen on Holiday (NOP) and gives him room to avoid the contact.								
Q4	00:43.2	Foul: Offensive	Kristaps Porzingis	Jrue Holiday	CNC	<u>Video</u>			
Comment:	Porzingis (NYI	K) sets the screen on Holiday (NOP) and a	gives him room to avoid the contact.						



Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video				
	00:38.8 To	00:27.4								
Q4	00:34.8	Foul: Personal	Joakim Noah	Anthony Davis	CNC	<u>Video</u>				
Comment:	Noah (NYK) makes marginal contact with Davis (NOP) that does not affect his FOM.									
Q4	00:32.9	Foul: Offensive	Anthony Davis	Joakim Noah	CNC	<u>Video</u>				
Comment:	Davis (NOP) sets the screen on Noah (NYK) and gives him room to avoid the contact.									
Q4	00:27.4	Foul: Shooting	Kristaps Porzingis	DeMarcus Cousins	CC	<u>Video</u>				
Comment:	Porzingis (NYK) moves into Cousins' (NOP) space and makes body contact that affects his jump shot attempt.									
	00:27.5 To	00:09.1								
Q4	00:20.6	Foul: Personal	Jrue Holiday	Jarrett Jack	CNC	<u>Video</u>				
Comment:	Holiday (NOP) maintains legal guarding position and makes incidental contact with Jack (NYK) that does not affect his SQBR.									
Q4	00:15.0	Foul: Offensive	Joakim Noah	Jrue Holiday	CNC	<u>Video</u>				
Comment:	Noah (NYK) sets the screen on Holiday (NOP) and gives him room to avoid the contact.									
Q4	00:11.0	Foul: Offensive	Kristaps Porzingis	Jrue Holiday	CNC	<u>Video</u>				
Comment:	Porzingis (NY	Porzingis (NYK) sets the screen on Holiday (NOP) and gives him room to avoid the contact.								
Q4	00:09.1	Foul: Shooting	Jrue Holiday	Jarrett Jack	СС	<u>Video</u>				
Comment:	Holiday (NOP) makes contact to Jack's (NYK) head that affects his shot attempt.									
	00:09.2 To	00:01.0								
Q4	00:05.6	Foul: Offensive	DeMarcus Cousins	Lance Thomas	CNC	<u>Video</u>				
Comment:	Cousins (NOP) firms up his position and sets the screen on Thomas (NYK).									
Q4	00:05.6	Foul: Offensive	Anthony Davis	Lance Thomas	CNC	<u>Video</u>				
Comment:	Davis (NOP)	sets the screen on Thomas (NYK) and giv	res him room to avoid the contact.							
Q4	00:01.9	Foul: Shooting	Lance Thomas	Anthony Davis	CNC	<u>Video</u>				
Comment:	Thomas (NYK) legally contests Davis (NOP) jump shot attempt. Any "high-five" contact after the release is considered incidental.									
	00:01.1 To	00:00.0								
Q4	00:00.8	Foul: Loose Ball	Kristaps Porzingis	DeMarcus Cousins	CNC	<u>Video</u>				
Comment:	Porzingis (NY	(K) and Cousins (NOP) briefly engage and	d separate during rebounding.							

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