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.

Cavaliers (114) @ Bulls (109) March 17, 2018

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video					
4	02:15.1 То	01:47.0				· · · · · ·					
Q4	01:59.0	Foul: Offensive	LeBron James	Cameron Payne	CNC	<u>Video</u>					
Comment:	James (CLE) s	ets the screen on Payne (CHI) and gives I	nim room to avoid the contact.								
Q4	01:57.0	Foul: Personal	Bobby Portis	Jose Calderon	CNC	<u>Video</u>					
Comment:	Portis (CHI) makes contact with the ball and Calderon's (CLE) hand which is part of the ball.										
Q4	01:51.0	Foul: Shooting	Denzel Valentine	Jordan Clarkson	CNC	<u>Video</u>					
Comment:	Valentine (CHI) legally contests Clarkson's (CLE) jump shot attempt. Any "high-five" contact after the release is considered incidental.										
Ç	01:41.1 To	01:27.0									
Q4	01:31.0	Foul: Offensive	George Hill	Paul Zipser	CNC	Video					
Comment:	Hill (CLE) sets	the screen on Zipser (CHI) and gives him	room to avoid the contact.								
Q4	01:27.0	Foul: Shooting	Denzel Valentine	Jordan Clarkson	СС	<u>Video</u>					
Comment:	Valentine (CF	II) does not allow Clarkson (CLE) to land	on his jump shot attempt.								
	01:27.1 To	00:57.3		I							
Q4	01:21.0	Foul: Offensive	Paul Zipser	George Hill	CNC	<u>Video</u>					
Comment:	Zipser (CHI) s	ets the screen on Hill (CLE) and gives him	room to avoid the contact.								
Q4	01:12.0	Foul: Personal	LeBron James	Paul Zipser	СС	<u>Video</u>					
Comment:	James (CLE) n	nakes contact with Zipser's (CHI) arm and	d affects his ability to pass.								
Q4	01:05.0	Foul: Shooting	Jose Calderon	Cameron Payne	CNC	<u>Video</u>					
Comment:	Calderon (CLE) maintains a legal guarding position and cleanly blocks Payne's (CHI) shot attempt.										
Q4	01:04.0	Foul: Loose Ball	Jose Calderon	Cameron Payne	CNC	<u>Video</u>					
Comment:	Calderon (CLE) makes incidental contact with Payne (CHI) during rebounding.										
	00:26.9 To	00:25.5									
Q4	00:25.5	Foul: Personal Take	Paul Zipser	George Hill	СС	<u>Video</u>					
Comment:	Zipser (CHI) c	ommits a take foul on Hill (CLE).									
	00:25.6 To	00:13.2									
Q4	00:15.0	Foul: Shooting	LeBron James	Denzel Valentine	CNC	<u>Video</u>					
Comment:	James (CLE) n	naintains a legal guarding position on Va	lentine (CHI).								

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video			
2	00:13.3 To	00:11.2							
Q4	00:11.8	Foul: Personal Take	Denzel Valentine	George Hill	СС	<u>Video</u>			
Comment:	Valentine (CHI) commits a take foul on Hill (CLE).								
Q4	00:11.2	Turnover: 5 Second Inbound	Cameron Payne			<u>Video</u>			
Comment:	[Detectable with stop watch] Payne (CHI) does not inbound the ball within five seconds.								
	00:11.3 To	00:05.2							
Q4	00:10.3	Foul: Shooting	George Hill	Paul Zipser	CNC	<u>Video</u>			
Comment:	Hill (CLE) legally contests Zipser's (CHI) shot attempt.								

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