








# NBA OFFICIATING Last Two Minute Report



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](#).

## Pelicans (93) @ Trail Blazers (103) October 24, 2017

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video	
	<div></div>						
	02:01.1	To	01:38.0				
	Q4	01:46.0	Foul: Offensive	Dante Cunningham	CJ McCollum	CNC	<a href="#">Video</a>
	Comment:	Cunningham (NOP) firms up his position and sets the screen on McCollum (POR).					
Q4	01:46.0	Foul: Defense 3 Second	Al-Farouq Aminu			<a href="#">Video</a>	
Comment:	[Detectable with stop watch] Aminu (POR) is in the paint without actively guarding an opponent for longer than three seconds.						
Q4	01:45.0	Turnover: Traveling	Jameer Nelson			<a href="#">Video</a>	
Comment:	[Observable in enhanced video] Nelson (NOP) hops consecutively on the same foot upon ending his dribble.						
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	01:38.1	To	01:25.0				
	Q4	01:26.0	Foul: Offensive	Jusuf Nurkic	Ian Clark	CNC	<a href="#">Video</a>
	Comment:	Nurkic (POR) sets the screen on Clark (NOP) and gives him room to avoid the contact.					
Q4	01:25.0	Foul: Shooting	Ian Clark	Damian Lillard	CC	<a href="#">Video</a>	
Comment:	Clark (NOP) makes contact to Lillard's (POR) head that affects his jump shot attempt.						
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	01:25.1	To	01:09.0				
	Q4	01:20.0	Turnover: Traveling	Jameer Nelson			<a href="#">Video</a>
	Comment:	[Observable in enhanced video] RATR shows Nelson (NOP) splits his feet on the perimeter.					
Q4	01:18.0	Foul: Personal	Jusuf Nurkic	DeMarcus Cousins	CNC	<a href="#">Video</a>	
Comment:	Nurkic (POR) makes marginal contact with Cousins (NOP) that does not affect his FOM.						
Q4	01:13.0	Foul: Shooting	Jusuf Nurkic	DeMarcus Cousins	CNC	<a href="#">Video</a>	
Comment:	Nurkic (POR) makes marginal contact with Cousins (NOP) that does not affect his drive to the basket and shot attempt.						
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	01:09.1	To	00:55.0				
	Q4	00:57.4	Foul: Shooting	DeMarcus Cousins	Damian Lillard	CC	<a href="#">Video</a>
	Comment:	Cousins (NOP) pulls Lillard's (POR) jersey away from his body, and the contact affects his shot attempt.					
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	00:51.2	To	00:31.1				
	Q4	00:37.9	Foul: Personal	DeMarcus Cousins	Jusuf Nurkic	CNC	<a href="#">Video</a>
	Comment:	Cousins (NOP) makes marginal contact with Nurkic (POR) that does not affect his FOM.					
Q4	00:37.9	Foul: Offensive	CJ McCollum	DeMarcus Cousins	CNC	<a href="#">Video</a>	
Comment:	McCollum (POR) sets the screen on Cousins (NOP) and gives him room to avoid the contact.						



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Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
	<b>00:31.2 To 00:23.0</b>					
	Q4	00:30.0 Foul: Offensive	Dante Cunningham	Damian Lillard	CNC	<a href="#">Video</a>
	Comment:	Cunningham (NOP) sets the screen on Lillard (POR) and gives him room to avoid the contact.				
	<b>00:23.1 To 00:18.1</b>					
	Q4	00:26.7 Foul: Shooting	Al-Farouq Aminu	Jrue Holiday	CNC	<a href="#">Video</a>
	Comment:	Aminu (POR) maintains legal guarding position and makes incidental contact with Holiday (NOP) that does not affect his drive to the basket and shot attempt.				
	Q4	00:18.1 Foul: Personal	Jrue Holiday	CJ McCollum	CC	<a href="#">Video</a>
	Comment:	Holiday (NOP) makes body to body contact with McCollum (POR) that affects his SQBR.				

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](#)