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 Communications Department.

## Warriors (127) @ Kings (123) (Jan 05, 2019)

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

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision			
Q4	01:54	Foul: Personal	Stephen Curry	De'Aaron Fox	CNC			
Comment:	Curry (GSW) and Fox (SAC) engage and separate.							
Q4	01:52	Foul: Personal	Klay Thompson	Buddy Hield	CNC			
Comment:	Hield (SAC) makes incidental foot to foot contact with Cauley-Stein (SAC) and the contact dislodges him.							
Q4	01:47	Foul: Personal	Stephen Curry	Bogdan Bogdanovic	CNC			
Comment:	Curry (GSW) maintains a legal guarding position on Bogdanovic (SAC) during the drive.							
Q4	01:42.5	Foul: Shooting	Stephen Curry	Bogdan Bogdanovic	CNC			
Comment:	Curry (GSW) maintains a legal guarding position during the jump shot attempt by Bogdanovic (SAC).							
Q4	01:29.6	Foul: Personal	Buddy Hield	Klay Thompson	CNC			
Comment:	Hield (SAC) has a hand on the opposite side hip of Thompson (GSW) but removes it as Thompson moves away and the contact does not affect his SQBR.							
Q4	01:27.7	Foul: Offensive	Andre Iguodala	Bogdan Bogdanovic	CNC			
Comment:	Iguodala (GSW) establishes himself in a screening position in the path of Bogdanovic (SAC) and gives him room to avoid the contact.							
Q4	01:27	Foul: Offensive	Draymond Green	Justin Jackson	CNC			
Comment:	Green (GSW) establish	Green (GSW) establishes himself in a screening position in the path of Jackson (SAC) and gives him room to avoid the contact.						
Q4	01:25.1	Foul: Personal	Justin Jackson	Kevin Durant	CNC			
Comment:	Jackson (SAC) maintai	ns a legal guarding position on Durc	ant (GSW) at the end of the drive when Durant loses control of his o	dribble.				
Q4	01:19.9	Foul: Loose Ball	Draymond Green	Buddy Hield	CNC			
Comment:	Green (GSW) ties up the ball with Hield (SAC) and a jump ball is correctly called.							
Q4	01:19.6 T	urnover: Jump Ball Violation	Nemanja Bjelica	Draymond Green	INC			
Comment:	Bjelica (SAC) enters th	e jump ball circle before the ball is t	ossed and does not re-establish outside the circle before the tip.					
Q4	01:07.8	Foul: Personal	Stephen Curry	De'Aaron Fox	CNC			
Comment:	Curry (GSW) maintain	Curry (GSW) maintains a legal guarding position on Fox (SAC) on the drive and Green (GSW) steals the errant pass.						
Q4	00:49.9	Foul: Personal	Stephen Curry	Justin Jackson	CNC			
Comment:	Curry (GSW) and Jacks	Curry (GSW) and Jackson (SAC) engage and separate on the screen.						
Q4	00:48	Foul: Personal	Draymond Green	Buddy Hield	CNC			
Comment:	Green (GSW) maintair	ns a legal guarding position on Hiela	l (SAC) at the start of the drive and cleanly dislodges the ball from I	Hield, temporarily.				
Q4	00:47.9	Turnover: Traveling	Buddy Hield	Warriors				
Comment:	{Observable in Enhand	ced Video} Hield (SAC) splits his feet	at the start of his dribble.					
Q4	00:42.0	Foul: Loose Ball	Willie Cauley-Stein	Andre Iguodala	CNC			
Comment:	Cauley-Stein (SAC) delivers slight contact to the back of Iguodala (GSW) during the rebound but does not affect his ability to go for the ball.							
Q4	00:26.6	Foul: Offensive	Kevin Durant	Buddy Hield	CNC			
Comment:	Durant (GSW) establishes himself in a screening position in the path of Hield (SAC) and gives him room to avoid the contact.							
Q4	00:26.2	Foul: Personal	Bobby Jackson	Stephen Curry	CNC			
Comment:	Jackson (SAC) maintai	ns a legal guarding position on Curr	y (GSW) during the drive.					
Q4	00:22	Foul: Offensive	Andre Iguodala	Justin Jackson	CNC			
Comment:	Iguodala (GSW) estab	lishes himself in a screening position	n in the path of Jackson (SAC) and gives him room to avoid the cont	act.				
Q4	00:10.9	Foul: Shooting	Draymond Green	Justin Jackson	CNC			
Comment:	Green (GSW) maintains a legal guarding position during the play at the basket by Jackson (SAC).							
Q4	00:09.4	Foul: Personal	Buddy Hield	Stephen Curry	CC			
Comment:	Hield (SAC) commits a take foul on Curry (GSW).							
Q4	00:09.3	Foul: Offensive	Willie Cauley-Stein	Draymond Green	CNC			
Comment:	Cauley-Stein (SAC) establishes himself in a screening position in the path of Green (GSW) 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

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

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

## Warriors (127) @ Kings (123) (Jan 05, 2019)

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Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	
Q4	00:08.5	Foul: Shooting	Draymond Green	Buddy Hield	CNC	
Commont	Green (GSW) maintains a legal guarding position during the jump shot attempt by Hield (SAC) and cleanly disladges the hall					

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

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