



# 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 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 [here](#).

## Pelicans (107) @ Rockets (117) (Mar 24, 2017)

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

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
Q4	01:46.0	Foul: Shooting	Trevor Ariza	DeMarcus Cousins	CNC	<a href="#">Video</a>
<b>Comment:</b>	Ariza (HOU) makes marginal contact with Cousins (NOP) that does not affect his driving shot attempt.					
Q4	01:38.0	Foul: Offensive	Clint Capela	Anthony Davis	CNC	<a href="#">Video</a>
<b>Comment:</b>	Capela (HOU) sets the screen on Davis (NOP) and gives him room to avoid the contact.					
Q4	01:37.0	Foul: Offensive	Ryan Anderson	Solomon Hill	CNC	<a href="#">Video</a>
<b>Comment:</b>	Anderson (HOU) firms up his position and sets the screen on Hill (NOP).					
Q4	01:36.0	Foul: Shooting	Solomon Hill	James Harden	CC	<a href="#">Video</a>
<b>Comment:</b>	Hill (NOP) makes contact to Harden's (HOU) arm that affects his jump shot attempt.					
Q4	01:28.0	Foul: Personal	Ryan Anderson	DeMarcus Cousins	CNC	<a href="#">Video</a>
<b>Comment:</b>	Anderson (HOU) maintains legal guarding position defending Cousins (SAC) in the post.					
Q4	01:27.0	Foul: Personal	James Harden	DeMarcus Cousins	CNC	<a href="#">Video</a>
<b>Comment:</b>	Harden (HOU) makes incidental contact with Cousins (NOP) that does not cause him to lose control of the ball.					
Q4	01:26.0	Foul: Personal	Ryan Anderson	DeMarcus Cousins		<a href="#">Video</a>
<b>Comment:</b>	[Incidental or immaterial] Anderson (HOU) grabs Cousins' (NOP) jersey.					
Q4	01:25.0	Foul: Offensive	DeMarcus Cousins	Ryan Anderson	CNC	<a href="#">Video</a>
<b>Comment:</b>	Cousins (NOP) makes marginal contact with Anderson (HOU) in the post.					
Q4	01:19.0	Foul: Offensive	Trevor Ariza	Solomon Hill	CNC	<a href="#">Video</a>
<b>Comment:</b>	Ariza (HOU) sets the screen on Hill (NOP) and gives him room to avoid the contact.					
Q4	01:01.0	Foul: Personal	James Harden	Jrue Holiday	CNC	<a href="#">Video</a>
<b>Comment:</b>	Harden (HOU) maintains legal guarding position on the drive to the basket by Holiday (NOP).					
Q4	00:50.6	Foul: Personal	Solomon Hill	Patrick Beverley	CC	<a href="#">Video</a>
<b>Comment:</b>	Hill (NOP) commits a take foul on Beverley (HOU).					
Q4	00:12.9	Foul: Offensive	Solomon Hill	Patrick Beverley		<a href="#">Video</a>
<b>Comment:</b>	[Incidental or immaterial] Hill (NOP) sets the screen on Beverley (HOU) and delivers 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

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