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 (104) @ Pacers (100) April 22, 2018

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
	02:01.1 To	01:52.0				
Q4	01:53.0	Foul: Shooting	Bojan Bogdanovic	LeBron James	CNC	<u>Video</u>
Comment:		IND) maintains legal guarding position a t and shot attempt.	nd makes incidental contact with James (CLE) that o	does not affect his drive		
	01:52.1 To	01:38.0				
Q4	01:38.0	Foul: Loose Ball	Thaddeus Young	LeBron James	сс	<u>Video</u>
Comment:	LATR shows	that Young (IND) pushes James (CLE) and	dislodges him during rebounding.			
C.	01:38.1 To	01:10.0				
Q4	01:22.0	Foul: Offensive	Jeff Green	Bojan Bogdanovic	INC	<u>Video</u>
Comment:			out giving him room to avoid the contact.			
Q4 Comment:	01:18.0	Other hat James (CLE) is awarded a timeout pri	LeBron James	Myles Turner	CNC	<u>Video</u>
Q4	01:16.0	Foul: Shooting	Bojan Bogdanovic	LeBron James	CNC	Video
Comment:	Bogdanovic (CNC	video			
Q4	01:13.0	Foul: Loose Ball	Darren Collison	Jeff Green	CNC	<u>Video</u>
Comment:	Collison (IND) makes incidental contact with Green (0	CLE) during the loose ball.			
	01:10.1 To	00:48.0				
Q4	00:52.8	Foul: Shooting	Kyle Korver	Thaddeus Young	CNC	<u>Video</u>
Comment:	Korver (CLE)	makes incidental contact with Young (IN	D) that does not affect his shot attempt.			
	00:27.4 To	00:15.2				
Q4	00:21.1	Foul: Personal	Kyle Korver	Myles Turner	СС	<u>Video</u>
Comment:	Korver (CLE)	makes body to body contact with Turner	(IND) that affects his SQBR.			
Q4	00:15.2	Foul: Offensive	Kyle Korver	Thaddeus Young	CNC	<u>Video</u>
Comment:	Korver (CLE)	makes incidental contact with Young (IN	D) prior to the inbound pass.			
C.	00:15.3 To	00:14.0				
Q4	00:14.0	Foul: Personal	Bojan Bogdanovic	Kyle Korver	СС	<u>Video</u>
Comment:	Bogdanovic (IND) commits a take foul on Korver (CLE).			



Period	Time	Call Type	Committing Player	Disadvantaged Player F	Review Decision	Video				
	00:14.1 To	00:11.9								
Q4	00:13.2	Foul: Shooting	Jeff Green	Victor Oladipo	CNC	<u>Video</u>				
Comment:	Green (CLE) makes incidental contact with Oladipo (IND) that does not affect his jump shot attempt or ability to follow through naturally.									
de la constant de la	00:12.0 To	00:09.0								
Q4	00:09.0	Foul: Personal	Lance Stephenson	Jeff Green	CC	<u>Video</u>				
Comment:	During his attempt to tie up the ball, Stephenson (IND) wraps his arms around Green's (CLE) head/neck and commits a foul. Since the foul precedes a potential jump ball, the foul takes precedence and is correctly called. Referees use replay to confirm that no hostile act occurred during the dead ball situation									
Q4	00:09.0	Instant Replay: Support Ruling			CC	<u>Video</u>				
Comment:	After communicating with the Replay Center, no further penalty is assessed and Stephenson (IND) is assessed a common foul.									
	00:09.1 To	00:00.4								
Q4	00:04.8	Foul: Shooting	Kyle Korver	Bojan Bogdanovic	CNC	<u>Video</u>				
Comment:	Korver (CLE) maintains legal guarding position on Bogdanovic's (IND) jump 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