



# 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 Communications Department.

## Clippers (117) @ Hornets (115) (Feb 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	01:59.5	Foul: Loose Ball	Patrick Beverley	Cody Zeller	CNC
<b>Comment:</b> Beverley (LAC) makes marginal contact with Zeller's (CHA) arm during the rebound but it does not affect his ability to retrieve the ball.					
Q4	01:47.8	Foul: Loose Ball	Mike Scott	Cody Zeller	CNC
<b>Comment:</b> Scott (LAC) makes marginal contact with Zeller's (CHA) arms during the rebound and does not affect his ability to retrieve the ball.					
Q4	01:31.0	Foul: Shooting	Cody Zeller	Tobias Harris	CNC
<b>Comment:</b> Zeller (CHA) makes marginal contact to the body of Harris (LAC) during his shooting motion that does not affect his driving shot attempt.					
Q4	01:22.9	Foul: Offensive	Cody Zeller	Avery Bradley	CNC
<b>Comment:</b> Zeller (CHA) establishes himself in a screening position in the path of Bradley (LAC) and gives him room to avoid contact.					
Q4	01:19.2	Foul: Offensive	Cody Zeller	Tobias Harris	CNC
<b>Comment:</b> Zeller (CHA) establishes himself in an legal position in the path of Harris (LAC) and firms up on his shoulder during the pick but he is able to move through contact.					
Q4	01:15.7	Foul: Personal	Patrick Beverley	Jeremy Lamb	CNC
<b>Comment:</b> Beverley (LAC) places a hand/arm to the front of Lamb (CHA) during the drive but the contact does not affect his SQBR.					
Q4	01:01.4	Foul: Personal	Cody Zeller	Lou Williams	CC
<b>Comment:</b> Zeller (CHA) moves laterally into Williams (LAC) path during the start of his drive and it affects his SQBR.					
Q4	00:53.6	Foul: Offensive	Cody Zeller	Avery Bradley	CNC
<b>Comment:</b> Zeller (CHA) extends his arms against Bradley (LAC) during the pick but contact is marginal and he is able to defend through the play.					
Q4	00:47.3	Foul: Shooting	Avery Bradley	Kemba Walker	CNC
<b>Comment:</b> Walker (CHA) draws Bradley (LAC) into the air, however Bradley lands and stops his A to B momentum before contact with Walker. Walker jumps forward to initiate some contact during the shot attempt.					
Q4	00:21.1	Foul: Loose Ball	Patrick Beverley	Marvin Williams	CC
<b>Comment:</b> LLS shows Beverley (LAC) clamps Williams (CHA) arm during the rebound, and it affects his ability to retrieve the ball.					
Q4	00:10.4	Foul: Offensive	Mike Scott	Michael Kidd-Gilchrist	CNC
<b>Comment:</b> Scott (LAC) slightly extends his arm against Kidd-Gilchrist (CHA) front during the screen but he is able to move through contact.					
Q4	00:08.8	Turnover: Traveling	Tobias Harris		
<b>Comment:</b> [Enhanced Video] Harris (LAC) slides his pivot foot at the start of his drive.					
Q4	00:05.6	Foul: Shooting	Kemba Walker	Tobias Harris	CNC
<b>Comment:</b> Walker (CHA) makes marginal contact to the body of Harris (LAC) during his shooting motion that does not affect his driving shot attempt.					
Q4	00:04.3	Foul: Personal	Sindarius Thornwell	Kemba Walker	CNC
<b>Comment:</b> Thornwell (LAC) engages with Walker (CHA) but it does not affect his FOM.					
Q4	00:04.3	Foul: Offensive	Cody Zeller	Avery Bradley	CNC
<b>Comment:</b> Zeller (CHA) establishes himself in a screening position in the path of Bradley (LAC) and gives him room avoid contact.					
Q4	00:01.3	Foul: Shooting	Montrezl Harrell	Marvin Williams	CNC
<b>Comment:</b> Harrell (LAC) makes incidental contact to the arm of Williams (CHA) after the release that does not affect his jump shot attempt.					

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