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. Calls that are indirectly related to the outcome (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, but have some merit in reporting, are denoted with an \*. The league may change an opinion after further review, particularly when a new video angle becomes available. If you have any questions, please contact the NBA Communications Department.

## Pistons @ Jazz (Mar 14, 2015)

(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       | 01:45.0  | Foul: Offensive | Rudy Gobert              | Kentavious Caldwell-Pope | CNC             | Video |
| Comment: | Gobert (UTA) sets a screen on Caldwell-Pope (DET) and gives him the opportunity to stop and/or change direction. |                 |                          |                          |                 |       |
| Q4       | 00:38.0  | Foul: Shooting  | Kentavious Caldwell-Pope | Gordon Hayward           | INC             | Video |
| Comment: | Caldwell-Pope (DET) grabs Hayward's (UTA) waist on the shot attempt.   |                 |                          |                          |                 |       |
| Q4       | 00:03.1  | Foul: Personal  | Tayshaun Prince          | Rudy Gobert              | CC              | Video |
| Comment: | Prince (DET) commits a take foul on Gobert (UTA).  |                 |                          |                          |                 |       |