








# 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 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](#).

## Bulls (98) @ Kings (104) February 5, 2018

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
	<div></div>					
	02:04.1	To	01:49.0			
Q4	01:58.0	Foul: Offensive	Bobby Portis	Garrett Temple	CNC	<a href="#">Video</a>
Comment:	Portis (CHI) makes marginal contact with Temple (SAC) on the screen.					
Q4	01:55.0	Foul: Shooting	Zach Randolph	Bobby Portis	CNC	<a href="#">Video</a>
Comment:	Randolph (SAC) legally contests Portis' (CHI) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
	<div></div>					
	01:49.1	To	01:33.0			
Q4	01:41.0	Foul: Offensive	Garrett Temple	Jerian Grant	CNC	<a href="#">Video</a>
Comment:	Temple (SAC) makes marginal contact with Grant (CHI) that does not affect his ability to defend the play.					
Q4	01:39.0	Foul: Shooting	Jerian Grant	Garrett Temple	CNC	<a href="#">Video</a>
Comment:	Grant (CHI) maintains legal guarding position and makes incidental contact with Temple (SAC) that does not affect his drive to the basket and shot attempt.					
Q4	01:38.0	Foul: Loose Ball	Willie Cauley-Stein	Paul Zipser	CNC	<a href="#">Video</a>
Comment:	Cauley-Stein (SAC) makes incidental contact with Zipser (CHI) that does not affect his ability to retrieve the rebound.					
	<div></div>					
	01:33.1	To	01:15.0			
Q4	01:20.0	Foul: Personal	Bogdan Bogdanovic	Jerian Grant	CNC	<a href="#">Video</a>
Comment:	Bogdanovic (SAC) makes incidental contact with Grant (CHI) that does not affect his SQBR.					
	<div></div>					
	01:15.1	To	00:52.4			
Q4	00:54.1	Foul: Shooting	Jerian Grant	Bogdan Bogdanovic	CNC	<a href="#">Video</a>
Comment:	Grant (CHI) legally contests Bogdanovic's (SAC) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
	<div></div>					
	00:52.5	To	00:25.8			
Q4	00:43.3	Foul: Defense 3 Second	Willie Cauley-Stein			<a href="#">Video</a>
Comment:	[Observable in enhanced video] Cauley-Stein (SAC) never fully clears and is in the paint for longer than three seconds without actively guarding an opponent.					
Q4	00:41.8	Foul: Offensive	Zach LaVine	George Hill	INC	<a href="#">Video</a>
Comment:	LaVine (CHI) pushes Hill (SAC) and affects his ability to defend the play.					
Q4	00:33.4	Foul: Shooting	George Hill	Zach LaVine	CNC	<a href="#">Video</a>
Comment:	Hill (SAC) legally contests LaVine's (CHI) jump shot attempt.					
Q4	00:28.8	Foul: Shooting	Zach Randolph	Bobby Portis	CNC	<a href="#">Video</a>
Comment:	Randolph (SAC) legally contests Portis' (CHI) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	00:26.9	Foul: Loose Ball	Willie Cauley-Stein	Paul Zipser	CNC	<a href="#">Video</a>
Comment:	Cauley-Stein (SAC) makes incidental contact with Zipser (CHI) during rebounding.					



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Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video	
							
	00:25.9	To	00:14.3				
	Q4	00:15.8	Foul: Shooting	Justin Holiday	Willie Cauley-Stein	INC	<a href="#">Video</a>
	Comment:	Holiday (CHI) makes illegal contact to Cauley-Stein's (SAC) body on the dunk.					
	Q4	00:14.3	Foul: Personal	George Hill	Zach LaVine	CNC	<a href="#">Video</a>
	Comment:	Hill (SAC) and LaVine (CHI) briefly engage and separate during the inbound.					
	Q4	00:14.3	Foul: Offensive	Bobby Portis	George Hill	CNC	<a href="#">Video</a>
	Comment:	Portis (CHI) sets the screen on Hill (SAC) and gives him room to avoid the contact.					
							
	00:14.4	To	00:12.4				
	Q4	00:13.2	Foul: Shooting	George Hill	Zach LaVine	CNC	<a href="#">Video</a>
	Comment:	Hill (SAC) maintains legal guarding position and makes incidental contact with LaVine (CHI) that does not affect his drive to the basket and shot attempt.					
	Q4	00:12.4	Violation: Defensive Goaltending	Willie Cauley-Stein	CC	<a href="#">Video</a>	
	Comment:	Cauley-Stein (SAC) blocks the shot after the ball makes contact with the backboard.					
							
	00:12.5	To	00:09.2				
	Q4	00:12.2	Foul: Personal	Bobby Portis	Willie Cauley-Stein	CC	<a href="#">Video</a>
	Comment:	Portis (CHI) commits a take foul on Cauley-Stein (SAC).					
	Q4	00:11.4	Foul: Personal	Justin Holiday	George Hill	CC	<a href="#">Video</a>
	Comment:	Holiday (CHI) commits a take foul on Hill (SAC).					
							
	00:09.3	To	00:05.3				
	Q4	00:07.8	Foul: Shooting	Bogdan Bogdanovic	Zach LaVine	CNC	<a href="#">Video</a>
	Comment:	Bogdanovic (SAC) legally contests LaVine's (CHI) jump shot attempt.					
	Q4	00:05.3	Foul: Loose Ball	Bobby Portis	George Hill	CC	<a href="#">Video</a>
	Comment:	Portis (CHI) dislodges Hill (SAC), affecting his ability to retrieve the rebound.					
							
	00:05.4	To	00:00.0				
	Q4	00:04.1	Turnover: Discontinue Dribble	Jerian Grant	CNC	<a href="#">Video</a>	
	Comment:	Grant (CHI) takes a legal dribble and does not bring his hand underneath the ball and bring it to a pause.					
	Q4	00:01.2	Foul: Shooting	Willie Cauley-Stein	Jerian Grant	CNC	<a href="#">Video</a>
	Comment:	Cauley-Stein (SAC) legally contests Grant's (CHI) 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](#)