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 (113) @ Nuggets (108) March 7, 2018

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video			
4	01:59.1 To	01:41.0							
Q4	01:41.0	Foul: Shooting	Nikola Jokic	LeBron James	СС	<u>Video</u>			
Comment:	Jokic (DEN) is not established in a legal guarding position and is still moving laterally when the contact occurs with James (CLE).								
NOTHER S	01:39.1 To	01:30.0							
Q4	01:32.0	Foul: Offensive	Nikola Jokic	Larry Nance Jr.	CNC	<u>Video</u>			
Comment:	Jokic (DEN) makes marginal contact with Nance Jr. (CLE) on his move to the basket.								
4	01:30.1 To	01:11.0							
Q4	01:14.0	Foul: Offensive	George Hill	Gary Harris	CNC	<u>Video</u>			
Comment:	Hill (CLE) sets the screen on Harris (DEN) and does not deliver the contact. The two players briefly engage and separate following the screen.								
NOTHER S	01:11.1 To	00:59.7	•						
Q4	01:07.0	Foul: Personal	George Hill	Gary Harris	СС	<u>Video</u>			
Comment:	Hill (CLE) makes contact with Harris (DEN) that affects his SQBR.								
Q4	01:00.0	Foul: Shooting	Rodney Hood	Paul Millsap	INC	<u>Video</u>			
Comment:	Hood (CLE) m								
	00:59.8 To	00:41.4	•						
Q4	00:45.0	Foul: Offensive	Larry Nance Jr.	Wilson Chandler	CNC	<u>Video</u>			
Comment:	Nance Jr. (CLE) makes marginal contact with Chandler (DEN) on the screen.								
MOTHER	00:41.5 To	00:32.0							
Q4	00:32.0	Foul: Personal	LeBron James	Nikola Jokic	сс	<u>Video</u>			
Comment:	James (CLE) in	nitiates the contact with Jokic (DEN) and af	fects his SQBR.						
C.	00:32.1 To	00:10.5							
Q4	00:11.5	Foul: Shooting	Wilson Chandler	LeBron James	CNC	<u>Video</u>			
Comment:	Chandler (DE	N) legally contests James' (CLE) jump shot a	attempt.						



Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video			
MUHAS	00:10.6 To	00:05.5							
Q4	00:09.5	Foul: Personal	LeBron James	Nikola Jokic	CNC	<u>Video</u>			
Comment:	James (CLE) and Jokic (DEN) briefly engage and separate during the inbound.								
Q4	00:07.2	Foul: Offensive	Gary Harris	Larry Nance Jr.	CNC	<u>Video</u>			
Comment:	Harris (DEN) sets the screen on Nance Jr. (CLE) and does not deliver the contact.								
Q4	00:05.5	Turnover: Stepped out of Bounds	Paul Millsap		CC	<u>Video</u>			
Comment:	Millsap (DEN) steps out of bounds.								

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\ -\ Left\ Slash\ -\ Left\ Slash\ -\ Left\ Or\ Right\ Slash\ -\ Left\ Or\ Right\ Slash\ -\ Left\ Slash\ -\ Left\ Or\ Right\ Slash\ -\ Left\ 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