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.

Pelicans (116) @ Celtics (113) January 16, 2018

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
	02:15.1 To	01:53.0				
Q4 Comment:	01:55.0 Holiday (NOP	Foul: Personal) cleanly deflects the ball away from Irving	Jrue Holiday (BOS).	Kyrie Irving	CNC	<u>Video</u>
	01:53.1 To	01:50.0				
Q4 Comment:	01:51.0 Theis (BOS) le	Foul: Shooting egally contests Clark's (NOP) driving shot at	Daniel Theis tempt.	lan Clark	CNC	<u>Video</u>
	01:50.1 To	01:35.0				
Q4 Comment:	01:37.0 Davis (NOP) n	Foul: Personal nakes incidental contact with Horford (BOS	Anthony Davis) that does not affect his ability to receive the pa	Al Horford ss.	CNC	<u>Video</u>
	01:35.1 To	01:26.0				
Q4 Comment:	01:28.0 Smart (BOS) I incidental.	Foul: Shooting egally contests Holiday's (NOP) jump shot a	Marcus Smart attempt. Any "high-five" contact after the release	Jrue Holiday e is considered	CNC	<u>Video</u>
	01:26.1 To	01:06.0				
Q4 Comment:	01:15.0 Horford (BOS	Foul: Offensive) sets the screen on Holiday (NOP) and give	Al Horford	Jrue Holiday	CNC	<u>Video</u>
	01:06.1 To	01:01.0				
Q4 Comment:	01:04.0 Irving (BOS) c	Foul: Personal leanly steals the ball from Moore (NOP).	Kyrie Irving	E'Twaun Moore	CNC	<u>Video</u>
	01:01.1 To	01:00.0				
Q4 Comment:	01:00.0 Holiday (NOP	Foul: Shooting) makes contact to Irving's (BOS) arm that a	Jrue Holiday affects his driving shot attempt.	Kyrie Irving	СС	<u>Video</u>
	01:00.1 To	00:54.3				
Q4 Comment:	00:56.0 [Observable i	Turnover: Traveling n enhanced video] Davis (NOP) splits his fe	Anthony Davis et on the perimeter.			<u>Video</u>
Q4 Comment:	00:54.3 Smart (BOS) r	Foul: Personal makes body to body contact with Davis (NC	Marcus Smart PP) that affects his SQBR.	Anthony Davis	сс	<u>Video</u>



Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video	
	00:54.4 To	00.20.0					
	00:54.4 To	00:38.8					
Q4	00:42.0	Foul: Shooting	DeMarcus Cousins	Kyrie Irving	CNC	<u>Video</u>	
Comment:	Cousins (NOP)	maintains legal guarding position on Irvi	ng's (BOS) driving shot attempt.				
Q4	00:41.9	Foul: Loose Ball	lan Clark	Marcus Smart	INC	<u>Video</u>	
Comment:	LHH shows Clark (NOP) moves along Smart's (BOS) path with two hands on his back, dislodging him from his rebounding position						
Q4	00:40.3	Foul: Loose Ball	Al Horford	Ian Clark	INC	<u>Video</u>	
Comment:	RO SLA shows	that Horford (BOS) makes contact to Clar	k's (NOP) head during rebounding.				
Q4	00:39.0	Foul: Loose Ball	Marcus Smart	Ian Clark	CNC	<u>Video</u>	
Comment:	Smart (BOS) h	as a hand on the ball and makes incidenta	al contact with Clark (NOP) prior to the held ball.				
	00:38.9 To	00:20.2					
Q4	00:20.2	Foul: Offensive	Al Horford	lan Clark	CNC	Video	
Comment:		sets the screen on Clark (NOP) and gives		Idii Cidi K	CNC	video	
Q4	00:20.2	Foul: Personal	Jayson Tatum	Anthony Davis	CC	Video	
Comment:			arm that affects his SQBR. The contact occurs p	·	CC	<u>video</u>	
			•	· ·			
	00:20.3 To	00:11.8					
Q4	00:18.0	Foul: Offensive	Jaylen Brown	Jrue Holiday	CNC	<u>Video</u>	
Comment:	Brown (BOS) r	makes marginal contact with Holiday (NOI	P).				
Q4	00:13.8	Foul: Shooting	Anthony Davis	Kyrie Irving	CNC	<u>Video</u>	
Comment:			es incidental contact with Irving (BOS) that does	not affect his drive to the			
Q4	basket and sh 00:11.8	ot attempt. Foul: Offensive	DeMarcus Cousins	Marcus Smart	CNC	Video	
Comment:		sets the screen on Smart (BOS) and gives		Wareas Smare	CIVE	<u>viaco</u>	
	00:11.9 To	00:00.0					
Q4	00:01.5	Violation: Kicked Ball	Daniel Theis		CC	<u>Video</u>	
Comment:	Theis (BOS) in	tentionally kicks the ball.					
Q4	00:01.5	Turnover: 5 Second Inbound	Rajon Rondo			<u>Video</u>	
Comment:	[Detectable w	ith stop watch] Rondo (NOP) does not rele	ease the inbound within five seconds.				
Q4	00:01.1	Foul: Shooting	Daniel Theis	DeMarcus Cousins	CNC	<u>Video</u>	
Comment:	Theis (BOS) le	gally contests Cousins' (NOP) jump shot a	ttempt. Any "high-five" contact after the release	e is considered incidental.			
	02:11.1 To	01:52.0					
Q5	01:55.0	Foul: Offensive	DeMarcus Cousins	Daniel Theis	CNC	<u>Video</u>	
Comment:		makes marginal contact with Theis (BOS)					
Q5	01:54.0	Foul: Shooting	Daniel Theis	DeMarcus Cousins	CNC	<u>Video</u>	
Comment:	meis (BOS) m	anicanis legal guarding position as ne defe	ends Cousins' (NOP) shot attempt in the post.				
	04.53.4 T-	04.22.0					
	01:52.1 To	01:32.0					
Q5	01:39.0	Foul: Offensive	Daniel Theis	Ian Clark	CNC	<u>Video</u>	
Comment:		ets the screen on Clark (NOP) and gives hir			-		
Q5	01:37.0	Foul: Shooting	Ian Clark	Marcus Smart	CNC	<u>Video</u>	
Comment:		•	tempt. Any "high-five" contact after the release				



Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video	
	04.22.4	21412					
	01:22.1 To	01:11.0					
Q5	01:13.0	Foul: Personal	DeMarcus Cousins	Jaylen Brown	CNC	<u>Video</u>	
Comment:	Cousins (NOP)	steals the ball from Brown (BOS) and any	contact is incidental.				
	01:11.1 To	00:53.0					
Q5	00:54.8	Foul: Shooting	Kyrie Irving	Jrue Holiday	CNC	<u>Video</u>	
Comment:	Irving (BOS) m	naintains legal guarding position on Holiday	(NOP) and does not affect his drive to the basket	and shot attempt.			
	00:53.1 To	00:34.9					
Q5	00:43.4	Foul: Offensive	Marcus Morris	Jrue Holiday	CNC	<u>Video</u>	
Comment:		makes marginal contact with Holiday (NOP)	during the screen.	,			
Q5	00:40.5	Foul: Shooting	DeMarcus Cousins	Marcus Morris	CNC	<u>Video</u>	
Comment:	Cousins (NOP)	legally contests Morris' (BOS) jump shot a	ttempt.				
Q5	00:38.6	Foul: Shooting	Al Horford	Anthony Davis	CNC	<u>Video</u>	
Comment:	Horford (BOS)	makes contact with the ball and marginal	contact with Davis (NOP) during rebounding.				
	00:35.0 To	00:12.7					
Q5	00:26.0	Foul: Personal	Marcus Morris	DeMarcus Cousins	CNC	Video	
Comment:		and Cousins (NOP) briefly engage and separ					
Q5	00:17.0	Foul: Shooting	Marcus Morris	DeMarcus Cousins	CNC	<u>Video</u>	
Comment:	Morris (BOS)	maintains legal guarding position as he defe	ends Cousins' (NOP) shot attempt in the post.				
Q5	00:15.1	Foul: Loose Ball	DeMarcus Cousins	Marcus Morris	CNC	<u>Video</u>	
Comment:	Cousins (NOP) makes marginal contact with Morris (BOS) that does not affect his ability to retrieve the rebound.						
	00:12.8 To	00:03.1					
Q5	00:07.0	Foul: Shooting	Jrue Holiday	Kyrie Irving	CNC	Video	
Comment:		-	ttempt. Any "high-five" contact after the release				
Q5	incidental. 00:03.1	Instant Replay: Support Ruling			CC	Video	
Comment:			on the floor of Pelicans possession is confirmed.		cc	video	
		g					
	00:03.2 To	00:00.0					
Q5	00:01.3	Foul: Personal Take	Jaylen Brown	Jrue Holiday	СС	<u>Video</u>	
Comment:	Brown (BOS)	commits a take foul on Holiday (NOP).					
Q5	00:01.3	Foul: Offensive	Anthony Davis	Marcus Smart	CNC	<u>Video</u>	
Comment:	Davis (NOP) m	nakes incidental contact with Smart (BOS) a	ttempting to receive the pass.				

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