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.

## Trail Blazers (82) @ Kings (86) November 17, 2017

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video				
KINGE										
160	01:55.1 To	01:19.0								
Q4	01:54.0	Foul: Personal	Shabazz Napier	De'Aaron Fox	CNC	<u>Video</u>				
Comment:	Napier (POR) makes incidental contact with Fox (SAC) that does not affect his SQBR.									
Q4	01:54.0	Turnover: Traveling	De'Aaron Fox		CNC	<u>Video</u>				
Comment:	Fox (SAC) does not take more than two steps after his gather. He releases his dribble prior to lifting his pivot foot.									
Q4	01:42.0	Foul: Offensive	Willie Cauley-Stein	Shabazz Napier	CNC	<u>Video</u>				
Comment:	Cauley-Stein (SAC) sets the screen on Napier (POR) and gives him room to avoid the contact.									
Q4	01:25.0	Foul: Offensive	Willie Cauley-Stein	Damian Lillard	CNC	<u>Video</u>				
Comment:	Cauley-Stein (SAC) sets the screen on Lillard (POR) and gives him room to avoid the contact.									
Q4	01:19.0	Turnover: 3 Second Violation	Kosta Koufos		CNC	<u>Video</u>				
Comment:	Koufos (SAC) is in the act of shooting at about three seconds.									
Q4	01:19.0	Foul: Shooting	Jusuf Nurkic	Kosta Koufos	CC	<u>Video</u>				
Comment:	Nurkic (POR) makes contact to Koufos' (SAC) arm that affects his shot attempt.									
	01:19.1 To	01:11.0								
Q4	01:11.0	Foul: Shooting	Garrett Temple	CJ McCollum	СС	<u>Video</u>				
Comment:	remple (SAC) r	nakes body to body contact with McCo	ollum (POR) that affects his driving shot attempt.							
KINGS	01:11.1 To	00:47.7								
	01:11.1	00.47.7								
Q4	00:57.1	Foul: Personal	Al-Farouq Aminu	George Hill	CNC	<u>Video</u>				
Comment:	Aminu (POR) m	nakes marginal contact with Hill (SAC)	hat does not affect his SQBR.							
Q4	00:50.2	Turnover: 3 Second Violation	George Hill		INC	<u>Video</u>				
Comment:	Hill (SAC) is in t	the paint for longer than three seconds	3.							
Q4	00:48.5	Foul: Shooting	Shabazz Napier	De'Aaron Fox	CNC	<u>Video</u>				
Comment:	Video evidence is inconclusive if Napier (POR) makes contact to Fox's (SAC) arm on the jump shot attempt.									
	00:47.8 To	00:32.6								
Q4	00:40.3	Foul: Offensive	Jusuf Nurkic	George Hill	CNC	<u>Video</u>				
Comment:	Nurkic (POR) se	ets the screen on Hill (SAC) and gives h	im room to avoid the contact.							
Q4	00:33.3	Foul: Shooting	George Hill	Damian Lillard	CNC	<u>Video</u>				
Comment:	Hill (SAC) make	es marginal contact with Lillard (POR) t	hat does not affect his driving shot attempt.							
KINGS										
	00:32.7 To	00:09.6								
Q4	00:15.6	Foul: Offensive	Kosta Koufos	Damian Lillard	CNC	Vidoo				
Comment:		ets the screen on Lillard (POR) and give		Damilali Lilidi U	CIVC	<u>Video</u>				
Q4	00:15.0	Foul: Shooting	Jusuf Nurkic	George Hill	CNC	<u>Video</u>				
Comment:			th Hill (SAC) after the release of his jump shot.	George IIII	CIVC	<u> </u>				
	, ,	<b>3</b>	,							

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video					
	00:09.7 To	00:03.4									
Q4	00:07.3	Foul: Offensive	Jusuf Nurkic	George Hill	CNC	<u>Video</u>					
Comment:	Nurkic (POR)	Nurkic (POR) sets the screen on Hill (SAC) and gives him room to avoid the contact.									
Q4	00:06.4	Foul: Shooting	Kosta Koufos	Damian Lillard	CNC	<u>Video</u>					
Comment:	Koufos (SAC) I	Koufos (SAC) legally contests Lillard's (POR) jump shot attempt. Any "high-five" contact after the release is considered incidental.									
Q4	00:04.1	Foul: Loose Ball	Ed Davis	Willie Cauley-Stein	CNC	<u>Video</u>					
Comment:	Davis (POR) m	Davis (POR) makes marginal contact with Cauley-Stein (SAC) that does not affect his ability to retreive the rebound.									
Q4	00:03.4	Foul: Personal	CJ McCollum	Willie Cauley-Stein	СС	<u>Video</u>					
Comment:	McCollum (PC	McCollum (POR) commits a take foul on Cauley-Stein (SAC).									
Q4	00:03.4	Foul: Inbound	George Hill	Damian Lillard	CNC	<u>Video</u>					
Comment:	Lillard (POR) n	Lillard (POR) makes incidental foot to foot contact with Hill (SAC) that causes him to trip.									
	00:03.5 To	00:00.0									
Q4	00:02.5	Foul: Shooting	George Hill	Damian Lillard	CNC	<u>Video</u>					
Comment:	Hill (SAC) makes marginal contact with Lillard (POR) that does not affect his 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

 $Common\ Camera\ Abbreviations:\ L/RHH\ -\ Left\ or\ Right\ Hand\ Held;\ L/RATR\ -\ Left\ or\ Right\ Above\ the\ Rim;\ L/RO\ -\ Slash\ -\ Left\ or\ Right\ Slash\ -\ Left\ No\ Right\ Slash\ No\ Right\ Slash\ -\ Left\ No\ Right\ Slash\ No\ Right\ Slash\ No\ Right\ Slash\ No\ Right\ Slash\ No\ Right\ No\ Right\ No\ Right\ No\ Right\ No\ Right\ No\ Right\ No\ Righ\ No\ Right\ No\ Right\ No\ Right\ No\ Right\ No\ Right\ No\ Ri$ 

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