









# 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](#).

## Jazz (101) @ Knicks (106) November 15, 2017

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
						
	02:01.1 To 01:44.0					
Q4	01:48.0	Foul: Loose Ball	Derrick Favors	Kristaps Porzingis	CNC	<a href="#">Video</a>
Comment:	Favors (UTA) makes marginal contact with Porzingis (NYK) that does not affect his ability to retrieve the rebound.					
						
	01:14.1 To 00:32.9					
Q4	00:54.2	Foul: Shooting	Derrick Favors	Tim Hardaway Jr.	CNC	<a href="#">Video</a>
Comment:	Favors (UTA) legally contests and blocks Hardaway Jr.'s (NYK) driving shot attempt.					
Q4	00:53.9	Turnover: 24 Second Violation			CNC	<a href="#">Video</a>
Comment:	Hardaway Jr.'s (NYK) driving shot attempt makes contact with the rim and the shot clock is reset.					
Q4	00:47.3	Foul: Loose Ball	Joe Ingles	Tim Hardaway Jr.	CNC	<a href="#">Video</a>
Comment:	Ingles (UTA) makes marginal contact with Hardaway Jr. (NYK) during the loose ball.					
Q4	00:33.8	Foul: Shooting	Joe Ingles	Tim Hardaway Jr.	CNC	<a href="#">Video</a>
Comment:	Ingles (UTA) allows Hardaway Jr. (NYK) to land following his jump shot attempt.					
						
	00:33.0 To 00:27.1					
Q4	00:32.5	Foul: Personal	Tim Hardaway Jr.	Rodney Hood	CNC	<a href="#">Video</a>
Comment:	Hardaway Jr. (NYK) and Hood (UTA) briefly engage and separate during the inbound.					
Q4	00:30.1	Foul: Offensive	Derrick Favors	Courtney Lee	CNC	<a href="#">Video</a>
Comment:	Favors (UTA) makes marginal contact with Lee (NYK) during the screen.					
Q4	00:28.4	Foul: Personal	Lance Thomas	Donovan Mitchell	CNC	<a href="#">Video</a>
Comment:	Thomas (NYK) makes incidental body contact with Mitchell (UTA) that does not affect his ability to make the pass.					
						
	00:27.2 To 00:19.8					
Q4	00:25.6	Turnover: Traveling	Courtney Lee		CNC	<a href="#">Video</a>
Comment:	Lee (NYK) maintains his pivot foot at the end of his dribble.					
Q4	00:19.8	Foul: Personal Take	Donovan Mitchell	Tim Hardaway Jr.	CC	<a href="#">Video</a>
Comment:	Mitchell (UTA) commits a take foul on Hardaway Jr. (NYK).					
						
	00:19.9 To 00:09.9					
Q4	00:13.9	Foul: Loose Ball	Joe Ingles	Lance Thomas	CNC	<a href="#">Video</a>
Comment:	Ingles (UTA) makes marginal contact with Thomas (NYK) during rebounding.					
						
	00:01.6 To 00:00.9					
Q4	00:00.9	Foul: Personal Take	Donovan Mitchell	Tim Hardaway Jr.	CC	<a href="#">Video</a>
Comment:	Mitchell (UTA) commits a take foul on Hardaway Jr. (NYK).					



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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](#)