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.

Timberwolves (96) @ Nuggets (100) April 5, 2018

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video			
ARHEOM	02:06.1 To	01:46.0							
Q4	01:55.0	Foul: Offensive	Paul Millsap	Jeff Teague	CNC	<u>Video</u>			
Comment:	Millsap (DEN	I) sets the screen on Teague (MIN) and given	es him room to avoid the contact.						
Q4	01:54.0	Foul: Personal	Jeff Teague	Jamal Murray	CNC	<u>Video</u>			
Comment:	Teague (MIN	I) makes marginal contact with Murray (D	EN) that does not affect his SQBR.						
Q4	01:51.0	Foul: Defense 3 Second	Taj Gibson		INC	<u>Video</u>			
Comment:	Gibson (MIN) is in the paint without actively guarding an opponent for longer than three seconds.								
Q4	01:47.0	Turnover: Traveling	Jamal Murray			<u>Video</u>			
Comment:	[Observable in enhanced video] Murray (DEN) moves his pivot foot prior to the contact from Towns (MIN).								
Q4	01:46.0	Foul: Shooting	Karl-Anthony Towns	Jamal Murray	CC	<u>Video</u>			
Comment:	LATR shows that Murray (DEN) draws Towns (MIN) into the air towards him, and the contact to the body affects his jump shot								
	attempt.								
	01:46.1 To	01:34.0							
Q4	01:37.0	Foul: Offensive	Taj Gibson	Jamal Murray	CNC	<u>Video</u>			
Comment:	Gibson (MIN) sets the screen on Murray (DEN) and given	es him room to avoid the contact.						
- The state of the									
MODELLA IS	01:34.1 To	01:16.0							
0.4	04.24.0	Foods Demonstra	Court Nove	David Addition	CNC	and -			
Q4 Comment:	01:21.0	Foul: Personal makes marginal contact with Millsap (DE	Gorgui Dieng	Paul Millsap	CNC	<u>Video</u>			
				MCII Dantan	CNIC	Maria.			
Q4 Comment:	01:19.0	Foul: Shooting	Andrew Wiggins ot attempt. Any "high-five" contact after the rele	Will Barton	CNC	<u>Video</u>			
comment.	incidental.	v) regarily contests barton's (DEN) jump si	ot attempt. Any migh-nive contact after the refe	ase is considered					
Q4	01:16.0	Foul: Loose Ball	Nemanja Bjelica	Wilson Chandler	CC	<u>Video</u>			
Comment:	Bjelica (MIN)) faces up with Chandler (DEN) and holds	him, affecting his ability to retrieve the rebound.						
	01:16.1 To	00:55.2							
Q4	01:11.0	Foul: Offensive	Taj Gibson	Jamal Murray	CNC	<u>Video</u>			
Comment:	·) rolls to the rim and does not affect Mur							
Q4	01:05.0	Foul: Personal	Paul Millsap	Jeff Teague	CNC	<u>Video</u>			
Comment:		I) is in a legal guarding position and the co							
Q4	00:58.5	Foul: Shooting	Paul Millsap	Nemanja Bjelica	CNC	<u>Video</u>			
Comment:	Millsap (DEN	I) legally contests Bjelica's (MIN) driving s	not attempt.						



Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video			
MATHE	00:55.3 To	00:34.1							
Q4	00:43.2	Foul: Offensive	Wilson Chandler	Andrew Wiggins	CNC	<u>Video</u>			
Comment:	Chandler (DEN) makes marginal contact with Wiggins (MIN) that does not affect his FOM.								
Q4	00:40.0	Foul: Personal	Andrew Wiggins	Wilson Chandler	CNC	<u>Video</u>			
Comment:	Wiggins (MIN) maintains legal guarding position and makes incidental contact with Chandler (DEN) that does not affect his SQBR.								
Q4	00:36.3	Foul: Shooting	Nemanja Bjelica	Paul Millsap	CNC	<u>Video</u>			
Comment:	Bjelica (MIN) makes incidental contact with Millsap (DEN) after the release of his jump shot attempt.								
Q4	00:35.7	Foul: Loose Ball	Jamal Crawford	Torrey Craig	CNC	<u>Video</u>			
Comment:	Crawford (MIN) makes incidental contact with Craig (DEN) during rebounding.								
Q4	00:34.1	Foul: Shooting	Andrew Wiggins	Paul Millsap	СС	<u>Video</u>			
Comment:	Wiggins (MIN)	makes contact with Millsap (DEN) that	t affects his shot attempt near the rim.						
	00:34.2 To	00:30.2							
Q4	00:30.2	Foul: Shooting	Jamal Murray	Taj Gibson	IC	<u>Video</u>			
Comment:	LATR shows that Murray (DEN) is in a legal guarding position and Gibson (MIN) creates the contact with him when he makes his move to the basket.								
NAWHETTIN	00:30.3 To	00:04.3							
Q4	00:11.9	Foul: Offensive	Nikola Jokic	Andrew Wiggins	CNC	<u>Video</u>			
Comment:	Jokic (DEN) makes marginal contact with Wiggins (MIN) that does not affect his FOM.								
Q4	00:04.9	Foul: Shooting	Andrew Wiggins	Nikola Jokic	CNC	<u>Video</u>			
Comment:	Wiggins (MIN) makes marginal contact with Jokic (DEN) that does not affect his tip-in.								
	00:04.4 To	00:00.0							
Q4	00:00.4	Foul: Shooting	Jamal Murray	Jeff Teague	CNC	<u>Video</u>			
Comment:	Murray (DEN)	maintains legal guarding position as he	e defends Teague's (MIN) jump shot attempt.						

Event Assessments: CC = Correct Call, IC = Incorrect Call, CNC = Correct Non-Call, INC = Incorrect Non-Call

 $Common\ Play\ Abbreviations:\ SQBR-Speed,\ Quickness,\ Balance,\ Rhythm;\ POC-Point\ of\ Contact;\ OOB-Out\ of\ Bounds;\ FOM-Freedom\ of\ Movement$

 $Common\ Camera\ Abbreviations:\ L/RHH-Left\ or\ Right\ Hand\ Held;\ L/RATR-Left\ or\ Right\ Above\ the\ Rim;\ L/RO-Slash-Left\ or\ Right\ Slash-Left\ Slash-Left\ Or\ Right\ Slash-Left\ Sl$

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