








# 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](#).

## Knicks (128) @ Hornets (137) March 26, 2018

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
						
	01:56.1 To 01:36.0					
Q4	01:42.0	Foul: Offensive	Marvin Williams	Trey Burke	CNC	<a href="#">Video</a>
Comment:	Williams (CHA) sets the screen on Burke (NYK) and gives him room to avoid the contact.					
						
	01:36.1 To 01:20.0					
Q4	01:28.0	Foul: Offensive	Tim Hardaway Jr.	Dwayne Bacon	CNC	<a href="#">Video</a>
Comment:	Hardaway Jr. (NYK) and Bacon (CHA) briefly engage and separate off ball.					
Q4	01:25.0	Foul: Shooting	Kemba Walker	Trey Burke	CNC	<a href="#">Video</a>
Comment:	Burke (NYK) extends his right leg during his shooting motion and initiates the marginal contact with Walker (CHA).					
						
	01:20.1 To 00:59.2					
Q4	01:16.0	Foul: Offensive	Dwight Howard	Trey Burke	CNC	<a href="#">Video</a>
Comment:	Howard (CHA) sets the screen on Burke (NYK) and gives him room to avoid the contact.					
Q4	01:09.0	Foul: Offensive	Marvin Williams	Tim Hardaway Jr.	CNC	<a href="#">Video</a>
Comment:	Williams (CHA) sets the screen on Hardaway Jr. (NYK) and gives him room to avoid the contact.					
Q4	01:01.0	Foul: Personal	Michael Beasley	Kemba Walker	INC	<a href="#">Video</a>
Comment:	Beasley (NYK) makes contact to Walker (CHA) that affects his SQBR prior to his shooting motion.					
Q4	01:00.0	Foul: Shooting	Michael Beasley	Kemba Walker	CNC	<a href="#">Video</a>
Comment:	Beasley (NYK) legally contests Walker's (CHA) jump shot attempt.					
Q4	00:59.2	Turnover: 24 Second Violation			CC	<a href="#">Video</a>
Comment:	Correctly called 24 second violation.					
Q4	00:59.2	Instant Replay: Support Ruling			CC	<a href="#">Video</a>
Comment:	After communicating with the Replay Center, the ruling on the floor that the ball did not hit the rim is confirmed.					
						
	00:59.3 To 00:40.6					
Q4	00:44.7	Foul: Offensive	Michael Beasley	Kemba Walker	CNC	<a href="#">Video</a>
Comment:	Beasley (NYK) sets the screen on Walker (CHA) and gives him room to avoid the contact.					
Q4	00:42.5	Foul: Offensive	Luke Kornet	Dwayne Bacon	CNC	<a href="#">Video</a>
Comment:	Kornet (NYK) sets the screen on Bacon (CHA) and gives him room to avoid the contact.					
						
	00:40.7 To 00:21.5					
Q4	00:25.8	Foul: Personal	Michael Beasley	Marvin Williams	INC	<a href="#">Video</a>
Comment:	Beasley (NYK) pushes Williams (CHA) and affects his ability to set the screen.					
Q4	00:25.7	Foul: Offensive	Dwight Howard	Courtney Lee	CNC	<a href="#">Video</a>
Comment:	Howard (CHA) firms up his position and sets the screen on Lee (NYK) without delivering the contact.					
Q4	00:22.3	Foul: Shooting	Michael Beasley	Kemba Walker	CNC	<a href="#">Video</a>
Comment:	Beasley (NYK) legally contests Walker's (CHA) jump shot attempt.					



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	<div></div> <b>00:21.6 To 00:00.0</b>					
Q4	00:02.5	Foul: Personal	Kemba Walker	Trey Burke	CNC	<a href="#">Video</a>
Comment:	Walker (CHA) maintains a legal guarding position and makes incidental contact with Burke (NYK) that does not affect his SQBR.					
Q4	00:00.2	Foul: Shooting	Kemba Walker	Trey Burke	CNC	<a href="#">Video</a>
Comment:	Walker (CHA) legally contests Burke's (NYK) jump shot attempt.					
	<div></div> <b>02:14.1 To 01:52.0</b>					
Q5	01:57.0	Foul: Personal	Kemba Walker	Trey Burke	CNC	<a href="#">Video</a>
Comment:	Walker (CHA) maintains a legal guarding position and makes incidental contact with Burke (NYK) that does not affect his SQBR.					
	<div></div> <b>01:33.1 To 01:19.0</b>					
Q5	01:25.0	Foul: Personal	Marvin Williams	Michael Beasley	CNC	<a href="#">Video</a>
Comment:	Williams (CHA) makes marginal contact with Beasley (NYK) that does not affect his SQBR.					
	<div></div> <b>01:19.1 To 01:08.0</b>					
Q5	01:08.0	Foul: Shooting	Michael Beasley	Kemba Walker	CNC	<a href="#">Video</a>
Comment:	Beasley (NYK) legally contests Walker's (CHA) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
	<div></div> <b>01:08.1 To 00:53.9</b>					
Q5	01:04.0	Turnover: Traveling	Tim Hardaway Jr.			<a href="#">Video</a>
Comment:	[Observable in enhanced video] Hardaway Jr. (NYK) moves his pivot foot.					
Q5	00:58.0	Foul: Shooting	Kemba Walker	Tim Hardaway Jr.	CNC	<a href="#">Video</a>
Comment:	Walker (CHA) legally contests Hardaway Jr.'s (NYK) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q5	00:53.9	Foul: Personal	Michael Beasley	Jeremy Lamb	CC	<a href="#">Video</a>
Comment:	Beasley (NYK) makes contact with Lamb (CHA) and affects his SQBR.					
	<div></div> <b>00:29.2 To 00:24.6</b>					
Q5	00:26.3	Foul: Shooting	Dwight Howard	Trey Burke	CNC	<a href="#">Video</a>
Comment:	Howard (CHA) maintains legal guarding position during Burke's (NYK) driving shot attempt.					
	<div></div> <b>00:24.7 To 00:22.6</b>					
Q5	00:22.6	Foul: Personal Take	Trey Burke	Dwight Howard	CC	<a href="#">Video</a>
Comment:	Burke (NYK) commits a take foul on Howard (CHA).					
	<div></div> <b>00:22.7 To 00:12.8</b>					
Q5	00:18.0	Foul: Shooting	Dwight Howard	Trey Burke	CNC	<a href="#">Video</a>
Comment:	Howard (CHA) legally contests Burke's (NYK) jump shot attempt. Any "high-five" contact after the release is considered incidental.					



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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](#)