Below is the league's assessment of officiated events that occurred in the last two minutes of last night's games which were within five points at the two-minute mark (and during 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 Communications Department.

Grizzlies (97) @ Timberwolves (99) (Jan 30, 2019)

(CC = Correct Call, IC = Incorrect Call, CNC = Correct Non-Call, INC = Incorrect Non-Call)

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision		
Q4	01:50.8	Foul: Personal	Marc Gasol	Anthony Tolliver	CNC		
Comment:	Gasol (MEM) engages and disengages with Tolliver (MIN) as the screen is set and does not affect his FOM.						
Q4	01:48.1	Foul: Personal	Marc Gasol	Karl-Anthony Towns	CC		
Comment:	Gasol (MEM) make	es contact with Towns' (MIN) face at the	start of his drive.				
Q4	01:48.1	Foul: Personal	Marc Gasol	Karl-Anthony Towns	CNC		
Comment:	LAR shows Gasol (MEM) reaches in from behind and cleanly deflects the ball away from Towns (MIN).						
Q4	01:39.4	Foul: Loose Ball	Marc Gasol	Karl-Anthony Towns	CNC		
Comment:	Gasol (MEM) briefly cups his hand around Towns' (MIN) left arm as the shot is released, but contact is marginal and does not affect his ability to retrieve the rebound.						
Q4	01:39.4	Foul: Loose Ball	Taj Gibson	Marc Gasol	CNC		
Comment:	RLB shows Gibson (MIN) makes slight contact with the back of Gasol's (MEM) head after tipping the ball to a teammate during rebounding. Contact to an opponent's						
			tural basketball move, provided the contact is not disproportion		0 110		
Q4	01:23.3	Foul: Personal ly has his hands around Jackson Jr.'s (ME)	Karl-Anthony Towns	Jaren Jackson Jr.	CNC		
Comment:		,		Learned Bandana	CNIC		
Q4	01:20.0	Foul: Offensive sets the pick on Bayless (MIN) and gives	Jaren Jackson Jr.	Jerryd Bayless	CNC		
Comment:		, , , , ,		Addis Control	CNIC		
Q4	01:20.0	Foul: Personal	Karl-Anthony Towns ntact with Conley (MEM) that does not affect his SQBR.	Mike Conley	CNC		
Comment:		, , ,	,	Burra Cabarda	CNIC		
Q4	01:01.9	Foul: Offensive	Taj Gibson	Bruno Caboclo	CNC		
Comment:		Gibson (MIN) sets the screen on Caboclo (MEM) and allows him to move around it after initial contact takes place.					
Q4	00:55.4	Foul: Personal	Marc Gasol	Andrew Wiggins	CNC		
Comment:		Gasol (MEM) places his hands on Towns' (MIN) hips and makes contact that is tactile in nature.					
Q4	00:52.4	Turnover: Backcourt Turnover	Karl-Anthony Towns	Grizzlies	CNC		
Comment:		Towns (MIN) legally retrieves the ball in the backcourt after it is deflected by Anderson (MEM).					
Q4	00:49.5	Turnover: 24 Second Violation	Timberwolves	Grizzlies	CC		
Comment:	ŕ	second violation on MIN.					
Q4	00:40.6	Foul: Offensive	Marc Gasol	Jerryd Bayless	CNC		
Comment:	Gasol (MEM) estal defend.	Gasol (MEM) establishes himself in a wide screening position in Bayless' (MIN) path, but contact occurs to Bayless' upper body and does not affect his ability to					
Q4	00:39.6	Foul: Personal	Karl-Anthony Towns	Jaren Jackson Jr.	CNC		
Comment:	Towns (MIN) make	es marginal contact with Jackson Jr.'s (Mi	EM) front at the start of his drive and does not affect his SQBR.				
Q4	00:36.4	Foul: Personal	Bruno Caboclo	Karl-Anthony Towns	CNC		
Comment:	Caboclo (MEM) m	akes marginal contact with Towns' (MIN)	body at the start of his drive.	,			
Q4	00:36.4	Foul: Away from Play	Joakim Noah	Dario Saric	CNC		
Comment:	Noah (MEM) brief	ly engages with Saric (MIN) during the in	bound, but disengages without affecting his FOM.				
Q4	00:36.4	Foul: Offensive	Jaren Jackson Jr.	Anthony Tolliver	СС		
Comment:	Tolliver (MIN) bear	ts Jackson Jr. (MEM) to the spot and is es	tablished in a legal guarding position at the time of the contact.				
Q4	00:18.2	Foul: Shooting	Andrew Wiggins	Mike Conley	CNC		
Comment:	Wiggins (MIN) ma	kes marginal contact with Conley's (MEN		·			
Q4	00:18.2	Foul: Defense 3 Second	Taj Gibson	Grizzlies	CNC		
Comment:	Gibson (MIN) is in the paint for less than three seconds when he is imminently actively guarding an opponent.						
Q4	00:15.7	Foul: Loose Ball	Marc Gasol	Taj Gibson	INC		
Comment:	RLB shows Gasol (MEM) holds both of Gibson's (MIN) arms as the shot is released and remains engaged as they each attempt to retrieve the rebound.						
Q4	00:01.5	Foul: Loose Ball	Taj Gibson	Shelvin Mack	CNC		
Comment:	Gibson (MIN) and	Mack (MEM) engage and disengage with	•				

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

Grizzlies (97) @ Timberwolves (99) (Jan 30, 2019)

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Period	Time Call Type	Committing Player	Disadvantaged Player	Review Decision			
Q4	00:01.3 Foul: Shooting	Kyle Anderson	Jerryd Bayless	INC			
Comment:	Anderson (MEM) makes contact with Bayless' (MIN) arm during his shooting motion that affects his jump shot attempt.						
Q5	01:56.4 Foul: Loose Ba	ll Bruno Caboclo	Taj Gibson	CNC			
Comment:	Caboclo (MEM) and Gibson (MIN) engage with each other as the shot is released, but disengage without affecting the other's ability to retrieve the rebound.						
Q5	01:42.9 Foul: Persona	Jerryd Bayless	Ivan Rabb	CNC			
Comment:	Bayless (MIN) engages with Rabb (MEM) off-ball in the lane, but disengages without affecting his FOM.						
Q5	01:41.8 Foul: Persona	Andrew Wiggins	Bruno Caboclo	CNC			
Comment:	Niggins (MIN) makes marginal contact with Caboclo (MEM) after he receives the pass in the corner.						
Q5	01:39.8 Foul: Shooting	01:39.8 Foul: Shooting Andrew Wiggins Bruno Caboclo CNC					
Comment:	Wiggins (MIN) makes incidental "high-five	Wiggins (MIN) makes incidental "high-five" contact with Caboclo (MEM) after the release of his jump shot attempt.					
Q5	01:38.1 Foul: Loose Ba	ll Karl-Anthony Towns	Kyle Anderson	CNC			
Comment:	Towns (MIN) makes marginal contact with Anderson (MEM) that does not affect his ability to retrieve the rebound.						
Q5	01:28.7 Foul: Shooting	Mike Conley	Jerryd Bayless	CNC			
Comment:	Conley (MEM) makes marginal contact wit	Conley (MEM) makes marginal contact with Bayless (MIN) that does not affect his SQBR.					
Q5	01:28.7 Foul: Offensiv	e Jerryd Bayless	Mike Conley	CNC			
Comment:	Bayless (MIN) slightly extends his off-arm against Conley's (MEM) front, but contact is marginal. Additionally, Bayless makes brief contact with his head to Conley's face after his gather. Contact to an opponent's head/face can be deemed marginal when the result of a natural basketball move, provided the contact is not disproportionate or uncontrolled.						
Q5	01:07.5 Foul: Shooting	Taj Gibson	Marc Gasol	CNC			
Comment:	Gibson (MIN) maintains legal guarding position throughout Gasol's (MEM) drive and then makes incidental "high-five" contact with Gasol after the release of his						
0.5	jump shot attempt.	II. Low Polit	Keel Anthony Towns	CNIC			
Q5	01:05.2 Foul: Loose Ba	ll Ivan Rabb ontact with Towns' (MIN) right forearm during rebounding.	Karl-Anthony Towns	CNC			
Comment:	• •		Miles Control	CNIC			
Q5	00:52.3 Foul: Offensiv Towns (MIN) sets the pick on Conley (MEN	·	Mike Conley	CNC			
Comment:			The boundary	CNIC			
Q5	00:39.0 Turnover: 5 Second V	·	Timberwolves	CNC			
Comment:		Anderson (MEM) releases the inbound pass within five seconds.					
Q5	00:37.5 Foul: Persona	•	Marc Gasol	CNC			
Comment:		Gibson (MIN) makes marginal contact with Gasol (MEM) prior to making clean contact with the ball near the free throw line.					
Q5	00:35.9 Turnover: Kicked Ball		Taj Gibson	CNC			
Comment:		act with the loose ball in the lane and there is no distinct kicking motion.					
Q5	00:33.8 Foul: Loose Ba	,	Marc Gasol	CNC			
Comment:	Towns (MIN) and Gasol (MEM) both get their hands on the ball attempting to retrieve it and a held ball is correctly called.						
Q5	00:33.7 Foul: Offensiv		Karl-Anthony Towns	CNC			
Comment:	Any contact between Gasol (MEM) and Towns (MIN) is marginal and does not affect FOM or SQBR,						
Q5	00:32.2 Foul: Loose Ba	·	Bruno Caboclo	CNC			
Comment:	Towns (MIN) makes incidental contact with Caboclo (MEM) as they each attempt to gain control of the loose ball.						
Q5	00:27.3 Foul: Loose Ba		Karl-Anthony Towns	CNC			
Comment:	Caboclo (MEM) and Towns (MIN) both get	their hands on the ball attempting to retrieve it and a held ball is correctly call	led.				
Q5	00:01.6 Foul: Loose Ba	•	Marc Gasol	CNC			
Comment:	Towns (MIN) briefly has his hand against C	Towns (MIN) briefly has his hand against Gasol's (MEM) right shoulder, but does not apply any force or affect his ability to retrieve the rebound.					
Q5	00:01.6 Instant Replay: Support Ruling CNC						
Comment:	After communicating with the Replay Center, the ruling on the floor of a successful field goal attempt by Towns (MIN) prior to the expiration of the game clock is confirmed. For purposes of this review, referees may only review a potential boundary line violation based on the position of the shooter's feet at the moment they last touched the floor immediately prior to (or, if applicable, during) the release of the shot. As noted above, Towns does not step out of bounds and because it was						
	not whistled on the floor, it is not reviewable.						
Q5	00:01.6 Turnover: Out of B	,	Grizzlies	CNC			
Comment:	LLB shows that Towns (MIN) avoids stepping out of bounds along the baseline after retrieving the rebound.						

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