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.

## Pistons (100) @ Timberwolves (97) November 19, 2017

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video				
	02:08.1 To	01:45.0								
Q4	01:48.0	Foul: Offensive	Taj Gibson	Reggie Jackson	CNC	<u>Video</u>				
Comment:	Gibson (MIN) sets the screen on Jackson (DET) and gives him room to avoid the contact.									
Q4	01:45.0	Foul: Shooting	Andre Drummond	Andrew Wiggins	CC	<u>Video</u>				
Comment:	Drummond (DET) makes contact to Wiggins (MIN) that affects his driving shot attempt.									
DETROIT										
	01:45.1 To	01:26.0								
Q4	01:38.0	Foul: Personal	Karl-Anthony Towns	Reggie Jackson	CNC	<u>Video</u>				
Comment:	Towns (MIN) makes incidental contact with Jackson (DET) that does not affect his SQBR.									
Q4	01:27.0	Foul: Shooting	Jeff Teague	Reggie Jackson	CNC	<u>Video</u>				
Comment:	Teague (MIN) makes marginal contact with Jackson (DET) that does not affect his driving shot attempt.									
	01:26.1 To	00:58.6								
Q4	01:14.0	Foul: Offensive	Taj Gibson	Reggie Jackson	CNC	<u>Video</u>				
Comment:	Gibson (MIN) firms up his position and sets the screen on Jackson (DET).									
Q4	01:08.0	Foul: Personal	Stanley Johnson	Andrew Wiggins	CNC	<u>Video</u>				
Comment:	Johnson (DET) makes marginal contact with Wiggins (MIN) that does not affect his SQBR.									
Q4	01:03.0	Foul: Shooting	Reggie Jackson	Jeff Teague	CNC	<u>Video</u>				
Comment:	Jackson (DET)	) makes marginal contact with Teague	(MIN) that does not affect his jump shot attempt.							
Q4	01:01.0	Foul: Loose Ball	Stanley Johnson	Andrew Wiggins	CNC	<u>Video</u>				
Comment:	Wiggins (MIN	I) makes incidental contact with Johnso	on (DET) that does not affect his ability to retrieve the	e rebound.						
DETROIT										
	00:58.7 To	00:55.5								
Q4	00:56.5	Foul: Shooting	Jimmy Butler	Reggie Jackson	CNC	<u>Video</u>				
Comment:	Butler (MIN) maintains legal guarding position and makes incidental contact with Jackson's (DET) arm after the release of his shot attempt.									
	00:55.6 To	00:41.5								
Q4	00:53.7	Foul: Offensive	Karl-Anthony Towns	Avery Bradley	CNC	<u>Video</u>				
Comment:	Towns (MIN) sets the screen on Bradley (DET) and gives him room to avoid the contact.									
Q4	00:45.2 Turnover: Traveling Nemanja Bjelica <u>Video</u>									
Comment:	[Observable in enhanced video] Bjelica (MIN) moves his pivot foot.									
Q4	00:43.5	Foul: Shooting	Reggie Jackson	Nemanja Bjelica	CNC	<u>Video</u>				
Comment:	Jackson (DET) shot attempt		makes incidental contact with Bjelica (MIN) that doe	es not affect his driving						



Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video				
PISTORS	00:41.6 To	00:20.7								
Q4	00:32.4	Foul: Offensive	Avery Bradley	Karl-Anthony Towns	CNC	<u>Video</u>				
Comment:	Bradley (DET) sets the screen on Towns (MIN) and gives him room to avoid the contact.									
Q4	00:24.1	Foul: Offensive	Andre Drummond	Jeff Teague	CNC	<u>Video</u>				
Comment:	Drummond (DET) sets the screen on Teague (MIN) and gives him room to avoid the contact.									
	00:20.8 To	00:06.2								
Q4	00:10.4	Foul: Offensive	Karl-Anthony Towns	Tobias Harris	CNC	<u>Video</u>				
Comment:	Towns (MIN) sets the screen on Harris (DET) and gives him room to avoid the contact.									
Q4	00:06.2	Foul: Shooting	Avery Bradley	Jimmy Butler	CC	<u>Video</u>				
Comment:	Bradley (DET) makes contact to Butler's (MIN) arm that affects his ability to follow through on the jump shot attempt.									
BETRUIT	00:06.3 To	00:03.3								
Q4	00:03.3	Foul: Personal Take	Taj Gibson	Tobias Harris	СС	<u>Video</u>				
Comment:	Gibson (MIN) commits a take foul on Harris (DET).									
	00:03.4 To	00:00.0								
Q4	00:00.2	Foul: Shooting	Stanley Johnson	Jimmy Butler	CNC	<u>Video</u>				
Comment:	Johnson (DET) legally contests Butler's (MIN) jump shot attempt.									

 $\label{eq:conditional} \textbf{Event Assessments: CC = Correct Call, IC = Incorrect Call, CNC = Correct Non-Call, INC = Incorrect Non-Call, INC = Incorr$ 

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