









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](#).

Wizards (110) @ Knicks (107) December 3, 2018

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
	<div></div>					
	02:09.0	To	01:47.0			
Q4	01:47.5	Foul: Shooting	Emmanuel Mudiay	John Wall	CNC	Video
Comment:	Mudiay (NYK) makes contact with the ball during Wall's (WAS) driving shot attempt.					
	<div></div>					
	01:47.0	To	01:34.3			
Q4	01:39.6	Foul: Shooting	Otto Porter Jr.	Emmanuel Mudiay	INC	Video
Comment:	Porter Jr. (WAS) makes contact with Mudiay's (NYK) arm during his shooting motion on his jump shot.					
	<div></div>					
	01:34.3	To	01:09.4			
Q4	01:25	Foul: Personal	Emmanuel Mudiay	Kelly Oubre Jr.	CNC	Video
Comment:	Mudiay (NYK) and Oubre Jr. (WAS) briefly engage and separate off ball.					
Q4	01:21.5	Foul: Offensive	Kelly Oubre Jr.	Noah Vonleh	CNC	Video
Comment:	Oubre Jr. (WAS) sets the screen on Vonleh (NYK) and gives him room to avoid the contact.					
Q4	01:18.5	Foul: Offensive	Markieff Morris	Damyean Dotson	CNC	Video
Comment:	Morris (WAS) sets the screen in Dotson's (NYK) path and gives him room to avoid contact.					
Q4	01:16.3	Foul: Personal	Damyean Dotson	John Wall	CNC	Video
Comment:	Dotson (NYK) maintains a legal guarding position during Wall's (WAS) drive and the players make incidental foot to foot contact.					
	<div></div>					
	01:09.4	To	01:02.0			
Q4	01:02.9	Foul: Shooting	Markieff Morris	Emmanuel Mudiay	CC	Video
Comment:	Morris (WAS) makes contact with Mudiay's (NYK) arm and affects his driving shot attempt.					
	<div></div>					
	00:42.4	To	00:35.1			
Q4	00:37.4	Foul: Shooting	Markieff Morris	Noah Vonleh	CNC	Video
Comment:	Morris (WAS) maintains verticality during Vonleh's (NYK) shot attempt.					
	<div></div>					
	00:35.1	To	00:11.0			
Q4	00:17.2	Foul: Offensive	Markieff Morris	Emmanuel Mudiay	CNC	Video
Comment:	Morris (WAS) sets the screen on Mudiay (NYK) and gives him room to avoid contact.					



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Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
	<div>00:11.0 To 00:00.3</div>					
	Q4 00:05.2	Foul: Loose Ball	Emmanuel Mudiay	Markieff Morris	CNC	Video
	Comment:	Mudiay (NYK) cleanly deflects the loose ball away from Morris (WAS).				
	Q4 00:05.2	Turnover: Discontinue Dribble	Courtney Lee	Wizards	CNC	Video
	Comment:	From the available angles, Wall (WAS) tips the ball away from Lee (NYK) on the baseline.				
	Q4 00:05.2	Stoppage: Out-of-Bounds	John Wall			Video
	Comment:	[Observable in enhanced video] Wall (WAS) tips the ball away from Lee (NYK) and it hits the baseline out of bounds.				
	Q4 00:03.6	Foul: Personal	John Wall	Courtney Lee	CNC	Video
Comment:	Wall (WAS) maintains a legal guarding position while defending Lee (NYK). Contact is initiated by Lee moving back into Wall.					

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](#)