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 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. Calls that are indirectly related to the outcome (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, but have some merit in reporting, are noted in brackets along with the explanatory comments. The league may change an opinion after further review, particularly when a new video angle becomes available. If you have any questions, please contact the NBA Communications Department.

Trail Blazers @ Timberwolves (Nov 02, 2015)

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

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
Q4	01:55.0	Foul: Loose Ball	Al-Farouq Aminu	Kevin Garnett	INC	**Video**
Comment:	Aminu (POR) dislodges Garnett (MIN) and affects his ability to secure the rebound.					
Q4	01:44.0	Foul: Personal	CJ McCollum	Kevin Martin	CC	**Video**
Comment:	McCollum (POR) makes body-to-body contact with Martin (MIN) on the perimeter that affects his FOM.					
Q4	01:12.0	Turnover: Traveling	CJ McCollum		INC	**Video**
Comment:	McCollum (POR) gathers when landing on his L-foot (pivot), then splits his feet at the start of the dribble (Travel).					
Q4	01:11.0	Foul: Personal	Kevin Martin	CJ McCollum		**Video**
Comment:	[Observable in production angle] RATR Martin (MIN) attempts to defend McCollum (POR) from a position where he does not have a reasonable chance to defend without making contact. The responsibility is on the defender in this position.					
Q4	01:10.0	Turnover: Traveling	CJ McCollum			**Video**
Comment:	When ending his dribble, McCollum gathers on his R-foot (pivot), turns on this pivot, and jumps to shoot. He is legal because the ball is released before he lands.					
Q4	00:57.4	Turnover: Traveling	Karl-Anthony Towns		CNC	**Video**
Comment:	Towns (MIN) gathers the ball in the air, lands on his left foot, plants his right foot and then jumps to shoot.					
Q4	00:54.4	Instant Replay: Support Ruling	Andrew Wiggins			**Video**
Comment:	[Observable in enhanced video] After communicating with the Replay Center, the OBI ruling stood because there was no conclusive angle to show the ball was (or was not) in the cylinder when it was touched.					
Q4	00:33.3	Foul: Offensive	Mason Plumlee	Andrew Wiggins	CNC	**Video**
Comment:	Plumlee (POR) sets the screen on Wiggins (MIN) and gives him the opportunity to avoid the contact.					
Q4	00:32.8	Foul: Personal	Karl-Anthony Towns	CJ McCollum	CNC	**Video**
Comment:	Towns (MIN) does not affect McCollum's (POR) RSBQ on the drive to the basket.					
Q4	00:29.7	Instant Replay: Overturn Ruling				**Video**
Comment:	[Observable in production angle] After communicating with the Replay Center, the initial ruling of a shot clock violation was overturned because it was determined that the ball hit the rim on McCollum's (POR) layup. Jump ball at center circle because no possession at time of the whistle.					
Q4	00:16.6	Foul: Shooting	CJ McCollum	Andrew Wiggins	CNC	**Video**
Comment:	Wiggins (MIN) initiates the contact with McCollum (POR) who maintains legal guarding position while defending the shot attempt.					
Q4	00:12.3	Foul: Loose Ball	Karl-Anthony Towns	Mason Plumlee		**Video**
Comment:	[Observable in enhanced video] Both Plumlee (POR) and Towns (MIN) grab one another during the jump ball. A double foul should be called.					
Q4	00:09.8	Foul: Shooting	Allen Crabbe	Kevin Martin		**Video**
Comment:	[Observable in enhanced video] After multiple reviews from various angles, it is unclear whether Crabbe (POR) first makes contact with the ball (or hand as part of the ball) and then Martin's (MIN) arm or his arm first.					

Common Play Abbreviations: RSBQ - Rhythm, Speed, Balance, Quickness; 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