



# 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.

## Nuggets @ Timberwolves (Jan 06, 2016)

(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	01:57.0	Foul: Shooting	Kevin Garnett	Darrell Arthur	CNC	<a href="#">Video</a>
<b>Comment:</b> Garnett (MIN) legally contests Arthur's (DEN) jump shot attempt. Any "high-five" contact after the release is considered incidental.						
Q4	01:04.0	Turnover: Offensive Goaltending	Darrell Arthur		CNC	<a href="#">Video</a>
<b>Comment:</b> Arthur (DEN) makes contact with the ball after it bounces off the rim and is outside of the cylinder.						
Q4	00:42.0	Instant Replay: Support Ruling			CC	<a href="#">Video</a>
<b>Comment:</b> After communicating with the Replay Center, the ruling on the court that the ball was last touched by Towns (MIN) was confirmed.						
Q4	00:14.0	Foul: Offensive	Karl-Anthony Towns	Gary Harris	CNC	<a href="#">Video</a>
<b>Comment:</b> Towns (MIN) sets the screen on Harris (DEN) and gives him room to avoid the contact.						
Q4	00:10.7	Foul: Loose Ball	Danilo Gallinari	Andrew Wiggins	CNC	<a href="#">Video</a>
<b>Comment:</b> Gallinari (DEN) and Wiggins (MIN) both jump for the rebound and make incidental body to body contact with one another while they are in the air.						
Q4	00:09.5	Foul: Shooting	Danilo Gallinari	Andrew Wiggins	CNC	<a href="#">Video</a>
<b>Comment:</b> After the incidental contact with Gallinari (DEN) while jumping for the rebound, Wiggins (MIN) attempts a jump shot as he falls backwards to the floor. No illegal contact is made once Wiggins secures the rebound and while he is attempting the shot.						
Q4	00:08.2	Foul: Shooting	Darrell Arthur	Karl-Anthony Towns	CNC	<a href="#">Video</a>
<b>Comment:</b> LHH shows that's Arthur (DEN) cleanly blocks Towns' (MIN) layup attempt.						
Q4	00:07.1	Instant Replay: Support Ruling			CC	<a href="#">Video</a>
<b>Comment:</b> After communicating with the Replay Center, the ruling on the court that the ball was last touched by Towns (MIN) was confirmed. Denver was awarded possession and the clock was readjusted to 00:07.1.						
Q4	00:05.6	Foul: Personal	Kevin Martin	Will Barton	CC	<a href="#">Video</a>
<b>Comment:</b> Martin (MIN) commits a take foul on Barton (DEN).						

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