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.

## Celtics (94) @ Trail Blazers (100) November 11, 2018

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video		
	01:52.0	01-22 0						
11111	01:52.0 To	01:32.9						
Q4	01:32.9	Turnover: Backcourt Turnover	Jusuf Nurkic	Kyrie Irving	СС	<u>Video</u>		
Comment:	Nurkic (POR)	is the last to touch the ball prior to makin	ng contact with the ball in the backcourt.					
	01:32.9 To	01:21.3						
Q4	01:26.1	Foul: Offensive	Al Horford	Damian Lillard	CNC	<u>Video</u>		
Comment:	Horford (BOS	) is in the path of Lillard (POR) and does r	not deliver contact.					
Q4	01:23.9	Foul: Shooting	Jusuf Nurkic	Kyrie Irving	CNC	<u>Video</u>		
Comment:	Nurkic (POR) maintains a legal guarding position on Irving's (BOS) jump shot.							
Q4	01:21.4	Foul: Loose Ball	Jusuf Nurkic	Al Horford	СС	<u>Video</u>		
Comment:	Nurkic (POR) dislodges Horford (BOS) during the rebound.							
<i>\\\\\\</i>	01:21.3 To	01:00.0						
Q4	01:07.1	Foul: Offensive	Jusuf Nurkic	Marcus Smart	CNC	<u>Video</u>		
Comment:		is in the path of Smart (BOS) and does no						
	01:00.0 To	00:42.9						
Q4	01:00.4	Turnover: Traveling	Al Horford	Trail Blazers		<u>Video</u>		
Comment:		n Enhanced Video] Horford (BOS) slides h						
Q4	01:00.0	Foul: Personal	Damian Lillard	Kyrie Irving	CNC	<u>Video</u>		
Comment:		engages with Irving (BOS) but does not a		Months Indian	CNC			
Q4 Comment:	00:54.4 Nurkic (POR)	Foul: Shooting  makes incidental high-five contact with I	Jusuf Nurkic ving's (BOS) hand after he has released the ball.	Kyrie Irving	CNC	<u>Video</u>		
Q4	00:51.3	Foul: Loose Ball	Jusuf Nurkic	Jayson Tatum	CNC	<u>Video</u>		
Comment:		makes contact with the ball as Tatum (BC		Jayson ratum	CIVC	video		
Q4	00:44.9	Foul: Shooting	Evan Turner	Jayson Tatum	INC	<u>Video</u>		
Comment:	LAR shows Turner (POR) takes away Tatum's (BOS) landing area on his jump shot attempt.							
	00:42.9 To	00:16.6						
Q4	00:21.0	Foul: Shooting	Kyrie Irving	Damian Lillard	CNC	<u>Video</u>		
Comment:	Irving (BOS) n incidental.	nakes contact with Lillard's (POR) hand th	nat is on the ball during his driving shot attempt. Th	e contact is deemed				
Q4	00:21.0	Foul: Defense 3 Second	Al Horford	Trail Blazers	CNC	<u>Video</u>		
Comment:	Horford (BOS	) is in the paint and actively guarding an o	opponent within three seconds.					
Q4	00:18.7	Foul: Loose Ball	Al Horford	Jusuf Nurkic	INC	<u>Video</u>		
Comment:	Horford (BOS) holds Nurkic's (POR) arm and affects his ability to retrieve the rebound.							
Q4	00:17.1	Foul: Personal	Kyrie Irving	Evan Turner	CNC	<u>Video</u>		
Comment:	Irving (BOS) c	leanly steals the ball from Turner (POR).						



Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video				
	00:16.6 To 00:11.4									
Q4	00:12.8	Turnover: Traveling	Kyrie Irving		CNC	<u>Video</u>				
Comment:	Irving (BOS) takes two legal steps after the gather.									
Q4	00:12.2	Foul: Shooting	Evan Turner	Kyrie Irving	CNC	<u>Video</u>				
Comment:	Turner (POR) maintains a legal guarding position on Irving's (BOS) shot.									

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