



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. 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 Communications Department.

Raptors (106) @ Heat (104) (Dec 26, 2018)

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

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision
Q4	02:00	Foul: Personal	Kawhi Leonard	Hassan Whiteside	CNC
Comment:	Leonard (TOR) brings one hand to the opposite side of Whiteside's (MIA) body but immediately slides it off.				
Q4	01:58	Foul: Personal	Serge Ibaka	Justise Winslow	CNC
Comment:	Ibaka (TOR) places two hands on Winslow's (MIA) body at the end of his drive, but the contact is marginal.				
Q4	01:52.2	Foul: Shooting	Tyler Johnson	Pascal Siakam	CC
Comment:	Johnson (MIA) makes contact with Siakam's (TOR) body and affects his driving shot attempt.				
Q4	01:39.7	Foul: Defense 3 Second	Serge Ibaka		CNC
Comment:	Ibaka (TOR) is in the paint for less than three seconds when he is imminently actively guarding an opponent.				
Q4	01:37	Foul: Personal	Serge Ibaka	Hassan Whiteside	CNC
Comment:	Ibaka (TOR) reaches in and cleanly dislodges the ball from Whiteside (MIA).				
Q4	01:30.8	Foul: Loose Ball	Pascal Siakam	Hassan Whiteside	CNC
Comment:	Siakam (TOR) and Whiteside (MIA) engage and disengage without affecting each others ability to retrieve the rebound.				
Q4	01:19.1	Foul: Personal	Justise Winslow	Kawhi Leonard	CC
Comment:	Winslow (MIA) makes contact with Leonard's (TOR) arm during his drive and affects his ability to gather the ball.				
Q4	01:05.9	Foul: Shooting	Danny Green	Dwyane Wade	CNC
Comment:	Green (TOR) does not step into Wade's (MIA) landing area on his jump shot attempt.				
Q4	01:05.9	Foul: Defense 3 Second	Kawhi Leonard		CNC
Comment:	Leonard (TOR) is in the paint for less than three seconds when the shot is taken.				
Q4	00:56.5	Foul: Offensive	Serge Ibaka	Justise Winslow	CNC
Comment:	Ibaka (TOR) is in a wide stance but doesn't initiate leg to leg contact during the pick against Winslow (MIA).				
Q4	00:39.1	Foul: Personal	Kawhi Leonard	Justise Winslow	CNC
Comment:	Leonard (TOR) makes contact with Winslow's (MIA) arm during his drive but the contact is marginal and he is able to continue his drive.				
Q4	00:36.7	Foul: Shooting	Serge Ibaka	Justise Winslow	CNC
Comment:	Ibaka (TOR) makes contact with Winslow's (MIA) arm but does not affect his driving shot attempt.				
Q4	00:36.7	Turnover: 3 Second Violation	Hassan Whiteside		CNC
Comment:	Whiteside (MIA) is in the paint for less than three seconds when the shot is imminent.				
Q4	00:26	Foul: Defense 3 Second	James Johnson		INC
Comment:	Johnson (MIA) is in the paint for longer than 3 seconds without actively guarding an opponent.				
Q4	00:14.4	Foul: Personal	Fred VanVleet	Josh Richardson	CC
Comment:	VanVleet (TOR) makes contact with Richardson's (MIA) arm during the drive and affects his SQBR.				
Q4	00:08.8	Foul: Defense 3 Second	Pascal Siakam		CNC
Comment:	Siakam (TOR) is in the paint for less than three seconds when the shot is imminent.				
Q4	00:08.8	Foul: Shooting	Danny Green	Dwyane Wade	CNC
Comment:	Green (TOR) makes high five contact and does not step into Wade's (MIA) landing area on his jump shot attempt.				
Q4	00:02.7	Turnover: Offensive Goaltending	Dwyane Wade		CNC
Comment:	The ball is not in the cylinder when Wade (MIA) makes contact with the ball.				

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