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.

## Pistons (103) @ Magic (96) November 7, 2018

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video			
	02:00.9 To	01:47.4							
	02:00.9 16	01:47.4							
Q4	01:53.0	Foul: Personal	Glenn Robinson III	Evan Fournier	CNC	<u>Video</u>			
Comment:	Robinson III (DET) places a hand/arm to the front of Fournier (ORL) during his drive, but the contact does not affect his SQBR.								
Q4	01:52.7	Foul: Defense 3 Second	Blake Griffin	Magic	CNC	<u>Video</u>			
Comment:	Griffin (DET) i	s in the paint for less than three seconds wh	en he is imminently actively guarding an oppor	nent.					
	01:47.4 To	01:37.5							
Q4	01:37.5	Foul: Offensive	Reggie Jackson	Evan Fournier	СС	<u>Video</u>			
Comment:	Jackson (DET) uses his left arm to hook Fournier (ORL) during his drive, affecting his ability to defend.								
	01:37.5 To	01:26.6							
Q4	01:29.0	Foul: Personal	D.J. Augustin	Andre Drummond	CNC	Video			
Comment:			idental contact with Augustin's (ORL) arm with		CNC	video			
		Drummond to Augustin does not affect his a							
Q4	01:28.0	Foul: Personal	Reggie Jackson	Nikola Vucevic	CNC	<u>Video</u>			
Comment:		briefly grasps Vucevic's (ORL) shorts and do							
Q4	01:26.6	Turnover: Traveling	Nikola Vucevic	Reggie Jackson	CC	<u>Video</u>			
Comment:	vucevic (ORL)	) shuffles his feet before starting his dribble.							
OLTHORIT PESTORS	01:26.6 To	01:09.0							
	01.20.0 10	01.03.0							
Q4	01:17.1	Foul: Personal	Aaron Gordon	Blake Griffin	CNC	<u>Video</u>			
Comment:	Gordon (ORL) maintains legal guarding position throughout Griffin's (DET) drive.								
	01:09.0 To	01:02.4							
04	01:02.9	Foul: Offensive	Nikola Vucevic	Glenn Robinson III	CNC	Ned			
Q4 Comment:			DET) path and firms up on his right leg during th		CNC	<u>Video</u>			
	,	γ							
10000	01:02.4 To	00:44.7							
Q4	00:44.6	Foul: Offensive	Blake Griffin	Aaron Gordon	СС	<u>Video</u>			
Comment:		beats Griffin (DET) to the spot and establish	es legal guarding position when he absorbs the	e contact initiated by					
<b>DEFINIT</b>	Griffin.								
	00:36.9 To	00:24.8							
Q4	00:28.2	Foul: Personal	Evan Fournier	Blake Griffin	CNC	<u>Video</u>			
Comment:			riffin (LAC) after he throws the successful pass.		CITC	1.200			
Q4	00:24.9	Foul: Technical	Blake Griffin	Magic	СС	<u>Video</u>			
Comment:		ouls are reviewed by League Operations.		-0 -					



Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video					
	00:15.6 To	00:15.6 To 00:00.0									
Q4	00:15.6	Foul: Personal	Terrence Ross	Reggie Jackson	CNC	<u>Video</u>					
Comment:	Ross (ORL) en	Ross (ORL) engages with Jackson (DET) but does not affect his FOM.									
Q4	00:10.0	Foul: Personal	Aaron Gordon	Glenn Robinson III	СС	<u>Video</u>					
Comment:	Gordon (ORL)	Gordon (ORL) commits a take foul on Robinson III (DET).									

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