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 here.

Raptors (105) @ Pistons (102) (Apr 05, 2017)

(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	01:54.0 Foul: Defense 3 Second PJ Tucker									
Comment:	[Detectable with stop watch] RATR shows that Tucker (TOR) never fully clears the lane and is in the paint without actively guarding an opponent for longer than three									
	seconds.									
Q4	01:52.0 Fo	oul: Personal	Kyle Lowry	Marcus Morris	СС	Video				
Comment:	Lowry (TOR) makes contact w	Lowry (TOR) makes contact with Morris (DET) that affects his FOM.								
Q4	01:45.0 Fo	oul: Personal	Jonas Valanciunas	Marcus Morris	CNC	Video				
Comment:	Valanciunas (TOR) makes mai	Valanciunas (TOR) makes marginal contact with Morris (DET) that does not affect his SQBR.								
Q4	01:42.0 Turnover: 3 Second Violation Andre Drummond Vid									
Comment:	[Detectable with stop watch]	[Detectable with stop watch] Drummond (DET) is in the paint for longer than three seconds.								
Q4	01:42.0 Turnover: Traveling Tobias Harris									
Comment:	[Observable in enhanced video] RATR shows Harris (DET) move his pivot foot at the start of his dribble.									
Q4	01:40.0 Turno	01:40.0 Turnover: Traveling Marcus Morris INC								
Comment:	Morris (DET) moves his pivot j	Morris (DET) moves his pivot foot.								
Q4	01:37.0 Foo	ul: Loose Ball	Andre Drummond	Jonas Valanciunas	CNC	Video				
Comment:	Drummond (DET) makes incid	Drummond (DET) makes incidental contact with Valanciunas (TOR) that does not affect his ability to retrieve the rebound.								
Q4	01:26.0 Fo	ul: Offensive	DeMar DeRozan	Ish Smith	CNC	Video				
Comment:	DeRozan (TOR) makes margin	DeRozan (TOR) makes marginal contact with Smith (DET) that does not affect his ability to defend the play.								
Q4	01:10.0 Fo	ul: Offensive	Marcus Morris	PJ Tucker	INC	Video				
Comment:	Morris (DET) unnaturally exte	Morris (DET) unnaturally extends his leg into Tucker (TOR) and initiates the contact.								
Q4	01:09.0 Violatio	n: Delay of Game	Andre Drummond		INC	Video				
Comment:	Drummond (DET) kicks the ba	Drummond (DET) kicks the ball after the made basket, which prevents the opposing team from quickly inbounding the ball.								
Q4	00:48.2 Fo	ul: Shooting	Serge Ibaka	Ish Smith	CNC	Video				
Comment:	Ibaka (TOR) legally contests S	Ibaka (TOR) legally contests Smith's (DET) jump shot attempt. Any "high-five" contact after the release is considered incidental.								
Q4	00:46.0 For	ul: Loose Ball	Jonas Valanciunas	Andre Drummond	CNC	Video				
Comment:	Valanciunas (TOR) briefly gras	Valanciunas (TOR) briefly grasps Drummond's (DET) jersey, but the contact does not affect his ability to retrieve the rebound.								
Q4	00:26.8 Fo	ul: Shooting	Marcus Morris	DeMar DeRozan	CNC	Video				
Comment:	Morris (DET) legally contests DeRozan's (TOR) jump shot attempt.									
Q4	00:11.9 Fo	oul: Personal	Andre Drummond	DeMar DeRozan	CNC	Video				
Comment:	Drummond (DET) makes incidental contact with DeRozan (TOR) that does not affect his SQBR.									
Q4	00:11.5 Turno	over: Traveling	DeMar DeRozan			Video				
Comment:	[Observable in enhanced video] RHH shows DeRozan (TOR) move his pivot foot heel to toe. The officials are looking for any illegal contact and do not pick up the									
	pivot foot.	pivot foot.								
Q4	00:07.6 Fo	oul: Personal	Ish Smith	Jonas Valanciunas	СС	Video				
Comment:	Smith (DET) commits a take foul on Valanciunas (TOR).									
Q4	00:07.6 Fo	oul: Personal	Marcus Morris	DeMar DeRozan	CNC	Video				
Comment:	DeRozan (TOR) initiates the marginal contact with Morris (DET) during the inbound.									
Q4	00:07.1 Fo	oul: Personal	Tobias Harris	Jonas Valanciunas	СС	Video				
Comment:	Harris (DET) commits a take foul on Valanciunas (TOR).									
Q4	00:06.1 Fo	ul: Shooting	Serge Ibaka	Kentavious Caldwell-Pope	CNC	Video				
Comment:	lbaka (TOR) legally contests Caldwell-Pope's (DET) jump shot attempt. Any "high-five" contact after the release is considered incidental.									

Common Plav Abbreviations: SOBR - Speed, Quickness, Balance, Rhythm: POC - Point of Contact: OOB - Out of Bounds: FOM - Freedom of Movement

 $Common \ Camera \ Abbreviations: \ L/RHH - Left \ or \ Right \ Hand \ Held; \ L/RATR - Left \ or \ Right \ Above \ the \ Rim; \ L/RO - Slash - Left \ or \ Right \ Slash \ Slash - Left \ or \ Right \ Slash \ S$

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

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Raptors (105) @ Pistons (102) (Apr 05, 2017)

(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	00:02.8	Foul: Shooting	DeMar DeRozan	Tobias Harris	CNC	Video
Comment:	DeRozan (TOR) legally contests Harris' (DET) jump shot attempt.					

 $Common\ Play\ Abbreviations:\ SQBR-Speed,\ Quickness,\ Balance,\ Rhythm;\ POC-Point\ of\ Contact;\ OOB-Out\ of\ Bounds;\ FOM-Freedom\ of\ Movement$

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

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