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.

Magic (115) @ Trail Blazers (109) (Jan 13, 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	01:59.0 Foul: Shooting	Serge Ibaka	Al-Farouq Aminu	СС	Video		
Comment:	Ibaka (ORL) jumps from point A to point B and makes contact with Aminu (POR) that affects his driving shot attempt.						
Q4	01:50.0 Foul: Defense 3 Second	Allen Crabbe			Video		
Comment:	[Detectable with stop watch] Crabbe (POR) is in the pa						
Q4	01:48.0 Turnover: Traveling	Evan Fournier			Video		
Comment:	[Observable in enhanced video] Fournier (ORL) moves his pivot foot.						
Q4	01:35.0 Foul: Shooting	Elfrid Payton	Damian Lillard	CC	Video		
Comment:	Payton (ORL) makes contact with Lillard's (POR) arms t	that affects his driving shot attempt.					
Q4	01:04.0 Foul: Shooting	Elfrid Payton	CJ McCollum	CNC	Video		
Comment:	Payton (ORL) legally contests McCollum's (POR) jump shot attempt. Any "high-five" contact after the release is considered incidental.						
Q4	00:49.6 Turnover: Traveling	Evan Fournier			Video		
Comment:	[Observable in enhanced video] Fournier (ORL) moves I	his pivot foot.					
Q4	00:47.9 Foul: Shooting	CJ McCollum	Evan Fournier	CNC	Video		
Comment:	McCollum (POR) maintains legal guarding position on t	the drive to the basket by Fournier (ORL) and makes conto	act with ball.				
Q4	00:42.5 Foul: Shooting	Mason Plumlee	Nikola Vucevic	CNC	Video		
Comment:	Plumlee (POR) legally contests Vucevic's (ORL) jump sh	ot attempt. Any "high-five" contact after the release is co	nsidered incidental.				
Q4	00:41.0 Foul: Away from Play	Elfrid Payton	Damian Lillard	CC	Video		
Comment:	Payton (ORL) grabs Lillard's (POR) jersey and affects his	s FOM.					
Q4	00:41.0 Instant Replay: Overturn Ruling	Elfrid Payton		CC	Video		
Comment:	After communicating with the Replay Center, it was de						
Q4	00:36.0 Foul: Loose Ball	Meyers Leonard	Serge Ibaka	CC	Video		
Comment:	Leonard (POR) dislodges Ibaka (ORL), affecting his abili	ity to retrieve the rebound.					
Q4	00:30.8 Foul: Personal	CJ McCollum	Aaron Gordon	CC	Video		
Comment:	McCollum (POR) commits a take foul on Gordon (ORL).						
Q4	00:30.2 Foul: Personal	Aaron Gordon	CJ McCollum	CNC	Video		
Comment:	Gordon (ORL) makes marginal contact with McCollum'	s (POR) body that does not affect his SQBR.					
Q4	00:24.1 Turnover: Traveling	Damian Lillard			Video		
Comment:	[Observable in enhanced video] Lillard (POR) moves his	s pivot foot.					
Q4	00:21.9 Foul: Offensive	Serge Ibaka	CJ McCollum	CNC	Video		
Comment:	Ibaka (ORL) makes incidental contact with McCollum (I	POR) off ball.					
Q4	00:21.1 Instant Replay: Support Ruling	Serge Ibaka		CC	Video		
Comment:	After communicating with the Replay Center, the ruling	g on the court (POR ball) was confirmed.					
Q4	00:15.6 Foul: Away from Play	Meyers Leonard	Evan Fournier	CNC	Video		
Comment:	Fournier (ORL) and Leonard (POR) engage with one and	other during the inbound and the contact does not affect	Fournier's ability to retrieve the pass.				
Q4	00:14.0 Foul: Personal	Meyers Leonard	Evan Fournier	CC	Video		
Comment:	Leonard (POR) commits a take foul on Fournier (ORL).						
Q4	00:09.1 Foul: Shooting	Evan Fournier	Damian Lillard	CNC	Video		
Comment:	Fournier (ORL) makes incidental contact with Lillard (Po	OR) that does not affect his jump shot attempt.					
Q4	00:03.4 Foul: Personal	CJ McCollum	D.J. Augustin	CC	Video		
Comment:	McCollum (POR) commits a take foul on Augustin (ORL).					

Common Play 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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Magic (115) @ Trail Blazers (109) (Jan 13, 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	00:00.0	Instant Replay: Support Ruling			СС	Video	
Comment:	After communicating with the Replay Center, the ruling on the court (FGM after the game clock expired) was confirmed.						

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

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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