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.

Raptors (93) @ Magic (91) November 20, 2018

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video				
					_					
	02:00.8 To	01:47.6								
Q4	01:55	Foul: Personal	Kyle Lowry	Evan Fournier	CNC	<u>Video</u>				
Comment:	Lowry (TOR) c	leanly deflects the ball away from Fou	rnier (ORL).							
Q4	01:53.5	Foul: Loose Ball	Kyle Lowry	Wes Iwundu	CNC	<u>Video</u>				
Comment:	Lowry (TOR) makes incidental contact with Iwundu (ORL) as he dives on the floor, and the contact does not affect Iwundu's ability to retrieve the ball.									
Q4	01:47.6	Turnover: Traveling	Wes Iwundu	Serge Ibaka	СС	<u>Video</u>				
Comment:	RAR shows Iwundu (ORL) slides his pivot foot at the start of his dribble.									
	01:47.6 To	01:38.0								
Q4	01:39.2	Foul: Personal	Aaron Gordon	Serge Ibaka	CNC	<u>Video</u>				
Comment:	Gordon (ORL)	does not dislodge Ibaka (TOR) from h	is legally obtained screening position.							
Q4	01:39.2	Foul: Personal	Aaron Gordon	Kawhi Leonard	CNC	<u>Video</u>				
Comment:	Gordon (ORL)	engages with Leonard (TOR) but does	not affect his ability to get to the pass.							
Q4	01:39.2	Foul: Offensive	Serge Ibaka	Aaron Gordon	CNC	<u>Video</u>				
Comment:	Ibaka (TOR) is	already in Gordon's (ORL) path when	contact occurs and he does not deliver contact.							
	01:38.0 To	01:32.8								
Q4	01:34.4	Foul: Shooting	Kyle Lowry	Evan Fournier	CNC	<u>Video</u>				
Comment:	RLS shows Lov	vry (TOR) does not make contact to Fo	ournier's (ORL) arm as he defends the shot attempt.							
	01:32.8 To	01:17.2								
Q4	01:22.4	Foul: Offensive	Serge Ibaka	Aaron Gordon	CNC	<u>Video</u>				
Comment:	Ibaka (TOR) is	already in Gordon's (ORL) path when	contact occurs and he does not deliver contact.							
Q4	01:20.1	Foul: Shooting	Nikola Vucevic	Kawhi Leonard	CNC	<u>Video</u>				
Comment:	Vucevic (ORL)	legally contests Leonard's (TOR) jump	shot attempt.							
Q4	01:17.2	Foul: Loose Ball	Serge Ibaka	Nikola Vucevic	CNC	<u>Video</u>				
Comment:	RAR and RLB s	how Ibaka (TOR) and Vucevic (ORL) m	ake incidental contact with one another during reboun	ding.						
	01:17.2 To	00:57.7								
	01.17.2 10	00.37.7								
Q4	01:08	Foul: Personal	Danny Green	Evan Fournier	CNC	<u>Video</u>				
Comment:	Green (TOR) a	nd Fournier (ORL) briefly engage and	separate off ball.							
Q4	00:59.9	Foul: Shooting	Pascal Siakam	Aaron Gordon	CNC	<u>Video</u>				
Comment:	Siakam (TOR) makes high-five contact with Gordon (ORL)'s hand after he has released the ball.									
Q4	00:58.7	Foul: Loose Ball	Kawhi Leonard	Nikola Vucevic	CNC	<u>Video</u>				
Comment:		and Vucevic (ORL) briefly engage and		Nikola Visassia	CNC	ved				
Q4 Comment:	00:57.7 Lowry (TOR) d	Foul: Loose Ball oes not make contact to Vucevic's (Ol	Kyle Lowry RL) head during rebounding.	Nikola Vucevic	CNC	<u>Video</u>				
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Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video					
					_						
	00:57.7 To	00:43.5									
Q4	00:46.9	Foul: Offensive	Serge Ibaka	Evan Fournier	CNC	<u>Video</u>					
Comment:	Ibaka (TOR) is	already in Fournier's (ORL) path when conta	act occurs and he does not deliver contact.								
	00:43.5 To	00:34.9									
Q4	00:40.9	Foul: Offensive	Evan Fournier	Danny Green	CNC	<u>Video</u>					
Comment:	Fournier (ORL) briefly grasps Green's (TOR) jersey off ball, but does not affect his ability to defend.										
Q4	00:37.3	Foul: Shooting	Danny Green	Evan Fournier	CNC	<u>Video</u>					
Comment:	Fournier (ORL) extends his leg as part of his natural shooting motion, any contact from Green (TOR) to Fournier's leg is considered incidental.										
	considered in	o de ritari									
	00:34.9 To	00:13.8									
Q4	00:19.3	Turnover: 3 Second Violation	Serge Ibaka	Magic	INC	Video					
Comment:		in the paint for longer than three seconds.	Serge ibaka	iviagic	IIVC	video					
Q4	00:17.3	Foul: Offensive	Serge Ibaka	Evan Fournier	CNC	Video					
Comment:		already in Fournier's (ORL) path when conta	-	Evalitourillei	CIVC	video					
			,								
	00:13.8 To	00:02.2									
Q4	00:08.3	Foul: Personal	Kyle Lowry	D.J. Augustin	CNC	<u>Video</u>					
Comment:	Lowry (TOR) b		before correcting as they continue to move in t	he same direction							
Q4	00:08.3	Turnover: 5 Second Violation	Aaron Gordon	Raptors		<u>Video</u>					
Comment:	[Detectable with a stop watch] Gordon (ORL) does not inbound the ball within five seconds.										
Q4	00:02.3	Foul: Technical	Evan Fournier	Raptors	CNC	<u>Video</u>					
Comment:		After the made dunk shot to tie the game 91-91, Fournier (ORL) remains on the rim after the timeout is called and players have									
	cleared the ar called.	rea under the rim. The ball is dead and he is	not taunting opponents or delaying the game an	d a technical foul is not							
	canca										
	00:02.2 To	00:00.5									
Q4	00:02.2	Foul: Offensive	Serge Ibaka	Wes Iwundu	CNC	<u>Video</u>					
Comment:	Ibaka (TOR) is already in Iwundu's (ORL) path when contact occurs and he does not deliver contact.										
Q4	00:01.9	Foul: Shooting	Aaron Gordon	Danny Green	CNC	<u>Video</u>					
Comment:	Gordon (ORL) legally contests Green's (TOR) jump shot attempt.										

Event Assessments: CC = Correct Call, IC = Incorrect Call, CNC = Correct Non-Call, INC = Incorrect Non-Call

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

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

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