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.

Celtics (97) @ Raptors (107) (Feb 24, 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	01:51.0	Turnover: Traveling	Marcus Smart		INC	Video
Comment:	Smart (BOS) moves his pivot foot.					
Q4	01:36.0	Foul: Personal	Marcus Smart	DeMar DeRozan	CNC	Video
Comment:	Smart (BOS) makes marginal contact with DeRozan (TOR) that does not affect his SQBR.					
Q4	01:34.0	Foul: Personal	Jae Crowder	DeMar DeRozan	CC	Video
Comment:	LATR shows Crowder (BOS) makes contact with DeRozan (TOR) that affects his SQBR.					
Q4	01:24.0	Foul: Shooting	Jaylen Brown	DeMarre Carroll	INC	Video
Comment:	Brown (BOS) makes contact with Carroll (TOR) after he releases the jump shot and affects his ability to land.					
Q4	01:05.0	Foul: Shooting	Jae Crowder	DeMar DeRozan	CNC	Video
Comment:	Crowder (COS) cleanly strips the ball from DeRozan (TOR).					
Q4	01:04.0	Stoppage: Out-of-Bounds			CC	Video
Comment:	The ball is last touched by Crowder (BOS) prior to going OOB.					
Q4	01:04.0	Instant Replay: Support Ruling			CC	Video
Comment:	After communicating with the Replay Center, the ruling on the floor of TOR possession is confirmed.					
Q4	00:53.1	Foul: Offensive	Al Horford	Cory Joseph	INC	Video
Comment:	Horford (BOS) extends his hip into Joseph (TOR) and delivers the contact on the screen.					
Q4	00:47.9	Foul: Personal	Al Horford	PJ Tucker	CC	Video
Comment:	Horford (BOS) commits a take foul on Tucker (TOR).					
Q4	00:39.4	Foul: Personal	PJ Tucker	Isaiah Thomas	CNC	Video
Comment:	Tucker (TOR) makes marginal contact with Thomas (BOS) that does not affect his SQBR.					
Q4	00:38.4	Foul: Shooting	Cory Joseph	Isaiah Thomas	CNC	Video
Comment:	Joseph (TOR) makes marginal contact with Thomas (BOS) that does not affect his driving shot attempt.					
Q4	00:33.6	Foul: Personal	Marcus Smart	DeMar DeRozan	CC	Video
Comment:	Smart (BOS) ma	kes contact with DeRozan (TOR) that affec	cts his SQBR.			
Q4	00:30.0	Foul: Shooting	DeMarre Carroll	Marcus Smart	CC	Video
Comment:	Carroll (TOR) makes contact with Smart's (BOS) body that affects his driving shot attempt.					
Q4	00:27.5	Foul: Personal	Isaiah Thomas	DeMar DeRozan	CC	Video
Comment:	Thomas (BOS) commits a take foul on DeRozan (TOR).					
Q4	00:19.1	Foul: Loose Ball	Jaylen Brown	PJ Tucker	CC	Video
Comment:	Brown (BOS) dislodges Tucker (TOR), affecting his ability to retrieve the rebound.					
Q4	00:11.2	Foul: Personal	Isaiah Thomas	PJ Tucker	CC	Video
Comment:	Thomas (BOS) commits a take foul on Tucker (TOR).					

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

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

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