



NBA OFFICIATING Last Two Minute Report

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 Communications Department.

Magic @ Thunder (Nov 13, 2016)

(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 | 01:45.0 | Foul: Shooting | Jeff Green | Victor Oladipo | CNC | Video |
| Comment: | Green (ORL) maintains legal guarding position and makes incidental contact with Oladipo (OKC) that does not affect his drive to the basket and shot attempt. | | | | | |
| Q4 | 01:32.0 | Turnover: Traveling | Evan Fournier | | | Video |
| Comment: | [Observable in enhanced video] Fournier (ORL) hops consecutively on the same foot upon retrieving the basketball. | | | | | |
| Q4 | 01:29.0 | Turnover: Traveling | Evan Fournier | | | Video |
| Comment: | [Observable in enhanced video] Fournier (ORL) moves his pivot foot. | | | | | |
| Q4 | 01:27.0 | Foul: Shooting | Andre Roberson | Evan Fournier | CC | Video |
| Comment: | Roberson (OKC) makes contact with Fournier's (ORL) body that affects his driving shot attempt. | | | | | |
| Q4 | 00:44.6 | Foul: Shooting | Serge Ibaka | Russell Westbrook | CC | Video |
| Comment: | Ibaka (ORL) makes contact with Westbrook's (OKC) arm that affects his jump shot attempt. | | | | | |
| Q4 | 00:44.6 | Instant Replay: Support Ruling | | | CC | Video |
| Comment: | After communicating with the Replay Center, the ruling on the court was upheld. | | | | | |
| Q4 | 00:32.6 | Foul: Offensive | Nikola Vucevic | Andre Roberson | CNC | Video |
| Comment: | Vucevic (ORL) sets the screen on Roberson (OKC) and gives him room to avoid the contact. | | | | | |
| Q4 | 00:13.1 | Foul: Loose Ball | Serge Ibaka | Enes Kanter | CNC | Video |
| Comment: | Ibaka (ORL) and Kanter (OKC) make incidental contact in their attempt to retrieve the rebound. | | | | | |
| Q4 | 00:00.4 | Foul: Personal | Evan Fournier | Russell Westbrook | CNC | Video |
| Comment: | Fournier (ORL) and Westbrook (OKC) briefly engage and separate on the perimeter. | | | | | |

Common Play Abbreviations: RSBQ - Rhythm, Speed, Balance, Quickness; 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