

NFL FIVE TCG CURRENT RULINGS DOCUMENT (CRD)

V 3.1 (3/31/2023)



NFL Five TCG Current Rules

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This document contains advanced rulings and clarifications for the NFL Five TCG. If you're new to the game, many of these rules may seem superfluous or overly complex. For the most part, you'll only need to refer to the CRD for specific cards or intricate scenarios. For ordinary gameplay situations, refer to the NFL Five rulebook - available for download [here](#).

Despite the comprehensive nature of this document, novel interactions are sure to crop up and require additional explanation. Please contact OP@paniniamerica.net for any rulings inquiries, or refer to paninigames.com for other supplemental information.

General

Offsetting Effects: If two effects would directly cancel each other, the effects are considered “offsetting effects” and the offsetting portion of the effects are cancelled. Additional non-offsetting portions of these effects may still occur.

Example - You play a card that Energizes a Player and causes the offense to lose 5 yards. Your opponent plays a card that causes the offense to gain 5 yards. The yardage effects would be considered “offsetting effects” and thus become cancelled. However, you would still be able to use your card’s remaining effect to Energize a Player.

Effect Duration: Unless a card effect states otherwise, all triggered or activated abilities on Player cards only last until the end of the Down.

Infinite: If you are able to create an infinite loop, you must state how many times the loop is carried out - and then the game resumes from that state.

“Draw Offsides” and “False Start” Effects: Effects that move the ball outside of Play Results, such as Draw Offsides (S81-19) or False Start (S84-19), may not move the ball into the endzone. The closest such an effect can move the ball is to the 5 yard line.

Example - The ball is at the 5 yard line, and you play an effect that moves the ball 5 yards backwards towards the endzone. The ball would remain at the 5 yard line instead.

Minimum Players on Field: You may not go below 2 Players on the field at any time. If an effect would cause you to go below 2 Players on the field, it is cancelled.

Audible Effects: Any effect that changes a player’s called play type by flipping over the top card of their Play deck is considered an “audible effect” (this does not include Exhaust effects that directly change the called play type, such as Patrick Mahomes [L279-21]). When an audible effect is played, the new play card is flipped over and the called play is changed immediately. This takes place before the timing point is closed, allowing both players to continue responding to the new play call. During resolution of effect layers, ignore the audible effect (as it will have already taken place).

Unspecified Offensive Plays: Play cards that call an unspecified “Run” on offense are stopped by any Run defense (Left, Middle, Right). Play cards that call an unspecified “Pass” on offense are also stopped by any Pass Defense.

“Stop All” Plays: Play cards that stop “all runs” or “all passes” are considered Unique.

Example - Play U137-22 stops “All Runs” on Defense, and thus is considered Unique.

Maximum Hand Size: Unless an in-game effect states otherwise, you may not have more than five cards from your Play Deck and five cards from your Action Deck in your hand. If an effect would cause you to draw above five cards, you may do so. Immediately after resolving the effect, discard cards from your hand until only five cards remain.

Timing

Timing Point: Timing Points are windows for players to layer and resolve effects, and they operate as a closed sequence of events.

When multiple layers of effects are played/activated, they are resolved in reverse order (Last In, First Out or “LIFO”). This means that the last card played during a given Timing Point will be the first to resolve, while the first card played during that Timing Point will be the last effect to resolve. Once the first effect of a Timing Point begins to resolve, no additional effects may be played/activated until all of the effects from that Timing Point are resolved. Effects that are triggered as a result of resolving a Timing Point must wait for a secondary Timing Point after the current layers have completed resolution. During a secondary Timing Point, players may only resolve effects that were triggered as a result of the previous Timing Point. Players cannot play/use new activated effects during a secondary Timing Point.

At the start of a new Timing Point sequence, the player on offense adds their effects first (followed by the player on defense).

“Replay the Down” vs. “Live Ball Turnovers”: If a “Replay the Down” and “Live Ball Turnover” occur during a play within the same Timing Point and the effects are controlled by opposing players, the “Replay the Down” effect takes place and the “Live Ball Turnover” is cancelled (unless stated otherwise by a card effect). If both effects are controlled by the same player, that player may choose one of the effects to take place (and the other is cancelled). You cannot score on “Replay the Down” effects.

Detailed Turn Structure

Overview of Phases:

- 1) Start of a Possession
- 2) Start of a Down
- 3) Prior to Selecting a Play
- 4) Check Play Success
- 5) On Field Adjustments
- 6) Player Designation
- 7) Play Results
- 8) End of the Play
- 9) End of the Down
- 10) Overtime

1) Start of a Possession

- A. Determine possession of the ball:
 - a. Start of the game: Randomly determine which player will be on offense to begin.
 - b. Start of a new possession: to change possession, players switch sides (from offense to defense or vice versa) and the new player on offense has possession.
 - i. If a change of possession occurs from a Pick Six, the player on offense will remain on offense and the player on defense will remain on defense.
 - c. Start of the 2nd Half: The player that started the game on defense will start the 2nd Half on offense.

- i. If the player on offense has less than 3 Action cards in their hand at the start of the 2nd Half, they may draw any number of Action cards – up to a maximum of 3 Action cards in their hand. Then, the player on defense may do the same.
- d. Start of Overtime: See overtime rules.
- B. At the start of each possession, the player on offense chooses 4 offensive Player cards from their bench and places them facedown on the table (with at least 1 Quarterback) and the player on defense chooses 4 defensive Player cards from their bench and places them facedown on the table. The Player cards are then simultaneously revealed and placed “on the field” in an Energized state.
- C. Determine field position for the start of the possession:
 - a. Start of the game: the player on offense begins on their own 25 yard line.
 - b. Start of the 2nd half: the player on offense begins on their own 25 yard line.
 - c. After the player on offense scores: the player on defense from the previous drive begins on their own 25 yard line.
 - d. After a safety: the player on defense from the previous drive begins on their own 40 yard line.
 - e. After a fumble or interception: the player on defense from the previous drive begins on the starting spot of the previous down.
 - f. After a Pick Six: the player on offense from the previous drive begins on their own 25 yard line.
 - g. After a punt: the player on defense from the previous drive begins on the resulting yardage marker of the punt. If the punt landed on or beyond the end zone, the player begins on their own 20 yard line instead.
 - h. After a failed field goal: the player on defense from the previous drive begins on the spot of the previous down.
 - i. After a turnover on downs: the player on defense from the previous drive begins on the result of the previous down.
- D. **Timing Point:** Each player may play/use any Player card abilities or Action cards that can be played at the start of a possession, alternating between the player on offense and the player on defense until both pass in succession (following LIFO layering).
- E. Move to the “Start of a Down” phase.

2) Start of a Down

- A. **Timing Point:** Each player may play/use any Player card abilities or Action cards that can be played at the start of a down, alternating between the player on offense and the player on defense until both pass in succession (following LIFO layering).
- B. The player on offense chooses to run a play, punt, or attempt a field goal:
 - a. If they run a play: both players draw a Play card, then move to the “Prior to Selecting a Play” phase.
 - b. If they punt: move to the “End of the Down” phase.
 - c. If they attempt a field goal: move to the “End of the Down” phase.

3) Prior to Selecting a Play

- A. **Timing Point:** Each player may play/use any Player card abilities or Action cards that can be played prior to selecting a play, alternating between the player on offense and the player on defense until both pass in succession (following LIFO layering).

- B. Both players select a Play card from their hand and place it facedown on the playing surface, then the cards are revealed. The player on offense uses the offensive play on their Play card, and the player on defense player uses the defensive play on their Play card.
- C. Move to the “Check Play Success” phase.

4) Check Play Success

- A. If the defensive play is an exact match of the offensive play (e.g. Run Left and Run Left): the play is considered “stopped” and it gains 0 yards.
- B. If a Run play is not stopped: the play is successful.
- C. If a Pass play is not stopped: check for completion success by determining if the Play Strength falls inside the Catch Range listed on the offensive Play card. If the Play Strength number is in the Catch Range, the pass is completed (referred to as a “successful play”).
 - a. Determine the Play Strength by adding the Strength numbers from both Play cards together and ignoring the first digit of any “teen” result. The Play Strength will always range 0-9.

Example - a result of 16 would count as a Play Strength of 6, a result of 8 would count as a Play Strength of 8, and a result of 10 would count as a Play Strength of 0.
- D. Checking a play’s success will always result in one of the following outcomes:
 - a. Stopped play
 - i. Includes stopped plays and incomplete passes
 - b. Successful play
 - i. Includes successful runs and completed passes
- E. Move to the “On Field Adjustments” phase.

5) On Field Adjustments

- A. **Timing Point:** Each player may play/use any Player card abilities or Action cards that can be played during on field adjustments, alternating between the player on offense and the player on defense until both pass in succession (following LIFO layering).
- B. If a “Replay the Down” effect occurred, restart the turn with the “Start of a Down” phase.
 - a. If a “Replay the Down” and “Live Ball Turnover” occur and the effects are controlled by opposing players, the “Live Ball Turnover” is cancelled. If both effects are controlled by the same player, that player chooses one of the effects to take place (and the other is cancelled).
- C. If a fumble, interception, or Pick Six has occurred (known as “Live Ball Turnovers”): move to the “End of the Down” phase.
- D. If necessary, re-check play success:
 - a. If the play is successful, move to the “Player Designation” phase.
 - b. If the play is stopped, move to the “Play Results” phase.

6) Player Designation

- A. The player on offense must designate one of their Player cards to run or receive the ball, and the player on defense must designate one of their Player cards to tackle.
 - a. These designations may trigger Run, Receive, and/or Tackle abilities on Energized Player cards (any abilities triggered this way will be resolved at the next Timing Point).
 - b. Exhausted Player cards can still be designated, but any triggered abilities will not occur.
 - c. Quarterbacks can only be designated to receive the ball if the team has two Quarterbacks on the field at the same time.

- B. **Timing Point:** Each player may play/use any Player card abilities or Action cards that can be played after Player designation, alternating between the player on offense and the player on defense until both pass in succession (following LIFO layering).
 - a. Any abilities triggered by the player on offense will be considered “first in.” If the player on offense has multiple triggers, they may be added to the Timing Point in the order of their choice.
 - b. Any abilities triggered by the player on defense will be considered “second in,” in any order of their choice.
- C. Move to the “Play Results” phase.

7) Play Results

- A. Determine any base yardage gained or lost on the play:
 - a. Runs: Multiply the Play Strength by 5 to determine the base yardage.
Example - Your successful run Play card has a Strength of 3, and your opponent's Play card has a Strength of 4. The Play Strength is 7, and the base yardage of the successful run is 35.
 - b. Passes: The base yardage is listed before the Catch Range (i.e. Short Pass: 25 (2-9) has a base yardage of 25 yards).
 - c. Stopped Plays: The base yardage is 0.
- B. Determine final yardage result: Calculate any changes to the base yardage caused by Player abilities or Action cards.
- C. Move the yardage marker:
 - a. A positive final yardage result causes the yardage marker to move toward the end zone of the player on defense.
 - b. A negative final yardage result causes the yardage marker to move toward the end zone of the player on offense.
- D. Exhaust any designated Player cards: Players that run/receive or tackle become Exhausted if they are Energized (this does not trigger Exhaust abilities on those Player cards).
- E. Check to see if a player scored:
 - a. If the yardage marker is moved to or beyond the end zone of the player on defense, then the player on offense scores a touchdown (7 points).
 - b. If the yardage marker is moved to or beyond the end zone of the player on offense, then the player on defense scores a safety (2 points).
- F. Remove Time Units: Remove X time units from the game clock, where X = the Time Unit value on the Play card used by the player on offense (after applying any relevant Time Unit effects).
 - a. A player may choose to spend a timeout instead of removing Time Units from the game clock. The player on offense has the first option to use a timeout, then the option passes to the player on defense.

8) End of the Play

- A. **Timing Point:** Each player may play/use any Player card abilities or Action cards that can be played at the end of the play, alternating between the player on offense and the player on defense until both pass in succession (following LIFO layering).
 - a. Resolve any abilities that take place “at the end of the play” and/or apply conditional triggers that were determined in the Play Results phase.
 - i. Any abilities triggered by the player on offense will be considered “first in.” If the player on offense has multiple triggers, they may be added to the Timing Point in the order of their choice.

- ii. Any abilities triggered by the player on defense will be considered “second in,” in any order of their choice.

9) End of the Down

- A. Each player draws a card from their Action Deck.
- B. If the player on offense decides to punt:
 - a. Determine Grit value by discarding the top card of each Play deck and combining the Strength of the discarded Play cards. Move the yardage marker the following distance towards the end zone of the player on defense based on the Grit value:
 - Grit value of 0: 25 Yards
 - Grit value of 1-2: 30 Yards
 - Grit value of 3-4: 35 Yards
 - Grit value of 5-6: 40 Yards
 - Grit value of 7-8: 45 Yards
 - Grit value of 9: 50 Yards
 - b. Remove 1 Time Unit from the game clock (unless a timeout is spent).
 - c. If there is at least 1 Time Unit on the game clock, set the down marker to 1 and change possession to move to the “Start of a Possession” phase.
- C. If the player on offense decides to attempt a field goal:
 - a. Determine Grit value. A successful field goal is worth 3 points, and field goals are successful from the following distances when the Grit value falls within the listed range:
 - 5 Yard Line: successful with a Grit value of 0-8
 - 10 Yard Line: successful with a Grit value of 1-8
 - 15 Yard Line: successful with a Grit value of 1-7
 - 20 Yard Line: successful with a Grit value of 2-7
 - 25 Yard Line: successful with a Grit value of 2-6
 - 30 Yard Line: successful with a Grit value of 3-6
 - 35 Yard Line: successful with a Grit value of 3-5
 - 40 Yard Line: successful with a Grit value of 9
 - b. Remove 1 Time Unit from the game clock (unless a timeout is spent).
 - c. If there is at least 1 time unit on the game clock, set the down marker to 1 and change possession to move to the “Start of a Possession” phase.
- D. If a Play was run without a “Live Ball Turnover”:
 - a. If a player did not score on the play and there is at least 1 Time Unit on the game clock, move the down marker to the next down (i.e. from 2nd down to 3rd down) and repeat the “Start of the Down” phase.
 - i. If a First Down was achieved through a game effect, set the down marker to 1 and repeat the “Start of the Down” phase.
 - ii. If the down marker is currently on 4th down and a First Down was not achieved, set the down marker to 1 and change possession to move to the “Start of a Possession” phase (this is considered a “turnover on downs”).
 - b. If a player scored on the play and there is at least 1 Time Unit on the game clock, set the down marker to 1 and and change possession to move to the “Start of a Possession” phase.
- E. If a “Live Ball Turnover” occurred during the Play:
 - a. Remove X Time Units from the game clock, where X = the Time Unit value on the Play card used by the player on offense (after applying any relevant Time Unit effects).

- i. A player may choose to spend a timeout instead of removing Time Units from the game clock. The player on offense has the first option to use a timeout, then the option passes to the player on defense.
 - b. If there is at least 1 Time Unit on the game clock, set the down marker to 1 and change possession to move to the “Start of a Possession” phase.
- F. If there are no more Time Units left on the game clock:
 - a. If it is the end of the 1st Half: set the down marker to 1, set the game clock to 15, and begin the 2nd Half.
 - b. If it is the end of the 2nd Half: the player with the highest score wins the game.
 - i. If the game is tied, proceed to Overtime.
 - c. If it is the end of Overtime: the player with the highest score wins the game.
 - i. If the game is tied, proceed to another Overtime.

10) Overtime

- A. Set the down marker to 1, set the game clock to 10, and set each player’s timeouts to 1.
 - a. Randomly determine which player will be on offense at the start of Overtime, then move to the “Start of a Possession” phase.
 - i. If this is not the first Overtime, the player who started the previous Overtime on defense first will begin with possession.
- B. Each player must have the opportunity to possess the ball at least once during Overtime, unless a touchdown or safety is scored on the first possession. In that scenario, the player that scored the touchdown or safety immediately wins the game. Otherwise, the game ends on any score, with the scoring player winning the game.

Individual Card Rulings

NFL Five 2019 Season (Original Release: October 4, 2019)

Patrick Onwuasor (C16-19): Treat this card as if it reads “Exhaust (0): Your opponent discards all of their Action cards and does not draw an Action card at the end of this down. Exhaust only at the end of the play.”

The following cards gain the text “Exhaust only at the end of the play.”:

- (S7-19) Yannick Ngakoue
- (C9-19 & P4-19) Josh Allen
- (C37-19) T.J. McDonald
- (U104-19) Jared Goff
- (R134-19) Cam Newton
- (L188-19) Earl Thomas III

NFL Five 2020 Season (Original Release: August 21, 2020)

Not This Sunday (E245-20): This card is considered Unique.

Treat these cards as if they gain “(Choose X as a play, X = 0 for Grit.)”

- (E240-20) Play - Unique
- (E241-20) Play - Unique
- (E242-20) Play - Unique
- (E243-20) Play - Unique

NFL Five 2021 Season (Original Release: August 18, 2021)

Justin Herbert II (E245-21): When this effect is used, the newly called play is changed immediately.

Patrick Mahomes II (L279-21): When this effect is used, the newly called play is changed immediately.

NFL Five 2022 Season (Original Release: September 7th, 2022)

A.J. Terrell (C21-22): Treat this card as “Defense” instead of “Offense.”

Mike Evans (U129-22): Your successful passes that become Short Passes still retain the properties of the originally called play (*for example, this effect may cause a successful play to be seen as a Short Pass and a Long Pass simultaneously*).

Justin Herbert (R151-22): Treat this card as if it reads “Your effects that gain additional yards gain double that amount instead.”

Deion Sanders (E197-22): This effect takes place whenever the chosen player uses an Exhaust effect.

