

**AGE:** You must be 12 years of age or older to participate.

**SAFE ZONES:** No shooting in the safe zone, must have mags out of guns.

**EYE PROTECTION:** You must wear full seal ANSI Z87.1 rated eye protection at all times in the indicated game area. Do NOT remove eye or face protection on the field.

**REFEREES AND ADMINS:** Whenever a referee or admin is present on the field their authority is final.

**PLAYER CONTACT:** No pushing, shoving, hitting, or any other aggressive physical contact with another player.

- Some games will have a medic or revive buddy-aide system where they will be required to pat your arm/leg/shoulders. This is allowed

**BLIND MAN:** If someone is injured on the field they should call out as loud as they can "blind man." If you hear that call, you too must call out "blind man" and the whole field will become a safe zone. This is not an excuse to take off your eye protection on the field, simply stop whatever you are doing, remove the mag from your gun, fire a shot into the ground to clear the chamber and wait for instructions. If you know the location of the incident, please help direct the admins and refs to find it quicker. If you do not know, please do not guess, we don't want to take longer to respond because we went in the wrong direction.

**ENTRY FEE:** You are required to pay an entry fee in order to play for the game/day/event at DarkFire Airsoft.

**WAIVERS AND SIGN-IN:** You must sign a waiver and sign into the field before participating.

**CHEATING:** Airsoft is an honor sport, please be an honorable player. DarkFire Airsoft employs a 3-strike warning system on cheating.

- *1st strike*, If caught blatantly cheating (not calling hits, blind firing, tampering with field

equipment/game objectives) You will receive a verbal warning and kicked off the game area for that game.

- *2nd strike*, you will be ejected from the field for the day, no refunds.

- *3rd strike*, permanently banned from the field, no refunds, no re-admittance without approval of the administration team

**HITS:** If you are shot by a BB, raise your hand and call "hit!" and pull out your red/dead rag if you have one to indicate that you are out. If you are unsure if you have been hit, play it safe and call yourself out.

- Gear hits (including backpacks and hats) do count.

- Friendly fire and blind fire, while not allowed, do occasionally happen. Call your hit and let an admin or ref know.

- Ricochets and gun hits (BBs bouncing off your primary airsoft gun) do not count.

**DEAD MEN TELL NO TALES:** If you are hit you may not speak. Other than saying "hit" or "dead man walking".

**TARGET:** You must be able to see the target you are shooting at. NO BLIND FIRE.

- *DO NOT SHOOT AT WILDLIFE!* This will result in an immediate and permanent ban.

**MELEE:** Melee kill system. Rubber knives/bayonets/foam weapons and other admin approved items may be used in soft slashing motions only, do not stab your enemies as the point can still be hard.

- No throwing your knives or melee weapons for ranged kills, unless specified.

**"BANG BANG":** This in-game rule is optional. If you are within your 5ft (ONLY AIRSOFT GUNS WITH A 5FT MED MAY "BANG BANG") You may call out "bang bang" to tag the other player to avoid a very close quarters shootout; the same as taking a BB hit. Taking the bang bang hit is optional, however if you

attempt to retaliate you forfeit the MED of the person who is initiated the "bang bang."

**TEAMS:** Teams will be designated by blue or yellow arm bands. Your arm band must be worn visibly.

**DARKFIRE PROPERTY:** Do not purposefully damage any of DarkFire Airsoft's Property.

Do not climb on any structure or trees on the property. Multi-story structures are marked as such.

**AIRSOFT ONLY:** No paintball guns, air guns, real firearms or other deadly weaponry are allowed on the property.

**BB's:** All BB's used on the field must be BIODEGRADABLE PLASTIC.

**AUTOMATIC/BINARY:** By default, all standard games are to be run in semi-auto only. Full auto is reserved for replicas of Light Machine Guns. Rifles with binary trigger systems are not allowed.

**GRENADES:** Grenades are allowed. Sound grenades have a 15ft kill radius. If there is solid cover between a person and a grenade, it does not count as a hit. A bush is NOT solid cover. A wall or part of a structure is considered solid cover.

- *Smoke grenades* and other pyro are allowed and weather dependents for fire hazards. NO HOMEMADE PYRO.

**BALLISTIC SHIELDS:** All shields are allowed, including homemade shields. You are only permitted to use a shotgun or a pistol while using a shield. Shields are NOT considered cover for grenades.

**MINIMUM ENGAGEMENT DISTANCES AND JOULE LIMITS:** All guns will be chronographed and tagged with the corresponding zip tie color. Below is a chart to determine MED (minimum engagement distance) by your airsoft gun's joule power rating.

- All of DarkFire Airsoft Rentals have the standard 5ft MED

DarkFire Airsoft LLC  
 1609 S. Lake Wilson Rd,  
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[www.darkfireairsoft.com](http://www.darkfireairsoft.com)  
 586-745-4592 Call or Text



Facebook

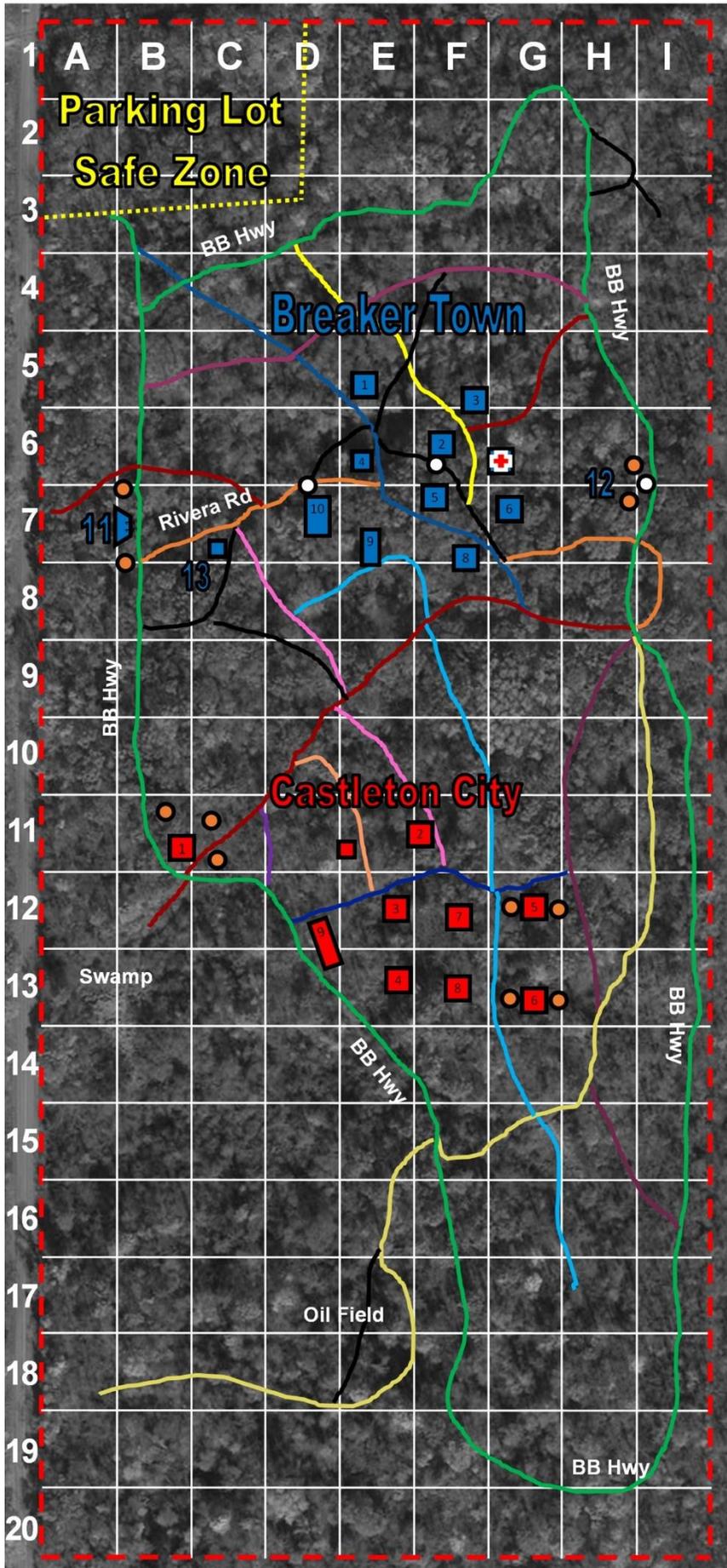
Standard Radio Frequencies:	
1 - Command	462.562
2	462.587
3	462.612
4	462.637
5	462.662
6	462.687
7 - Command	462.712
8	467.562
9	467.587
10	467.612
11	467.637
12	467.662
13 - REF ONLY	467.687
14 - REF ONLY	467.712

\*All Frequencies are allowed for open plays, designations and team colors only apply for Milsims or Operations.

Joules	MED
0-1	*SMG ONLY* 5 ft
Above is for Milsim ONLY!	
0-1.5	5 ft
1.5-1.8	50 ft
1.8-2.2	80 ft
2.2-2.8	100 ft
2.9-3.25	150 ft



Google Review



## Key

Updated 4-10-25

- Each grid square is 100x100 ft.
- - Fox Hole



## Breaker Town

### Buildings

- 1) Theater
- 2) Police Station
- 3) Bank
- 4) Garage
- 5) Bio Hazard
- 6) Drive Through
- 7) Infirmary
- 8) Sniper Tower

### 9) New Building

- 10) Candy Factory
- 11) Radio Station
- 12) Mortar Station
- 13) Bio Dump

### Objectives

- - Flag Poles

## Castleton City

### Buildings

- 1) Ammo Depot
- 2) Diner
- 3) Power Station
- 4) Post Office
- 5) Alamo North
- 6) Alamo South
- 7) New Building
- 8) New Building

### 9) Camper

### Objectives

### Buildings

### Objectives