

Iowa Swimming Pool and Spa Rules

Lighting Requirements

Iowa Swimming Pool and Spa Rules (641 IAC Chapter 15) require under section 15.5(13)“k” that:

k. Lighting. Artificial lighting shall be provided at indoor swimming pools and at outdoor swimming pools which are to be used after sunset in accordance with the following:

- (1) Underwater lighting of at least 8 lamp lumens/ft² or 0.5 watts/ft² of water surface area, located to provide illumination of the entire swimming pool bottom, and area lighting of at least 10 lumens/ft² or 0.6 watts/ft² of deck area.
- (2) If underwater lights are not provided, overhead lighting of at least 30 lumens/ft² or 2.0 watts/ft² of swimming pool water surface area shall be provided.

1. Is underwater lighting required in public swimming pools in Iowa?

- For an existing pool which was constructed with underwater lighting, the lighting must be maintained in proper working order.
- For new pools which are either indoors or outdoor pools used after sunset, underwater pool lighting may be used to augment the lighting required overhead.

2. If the lights aren't working, do I need to repair them?

Yes. The underwater lighting must be maintained in proper working order. Inoperable underwater lighting may conceal a hazardous condition, such as an electrical short, or incomplete grounding and bonding.

3. When is overhead lighting needed?

It is required for pools which are either indoors or at outdoor pools used after sunset. The required overhead lighting levels vary based on whether underwater pool lighting is also present.

4. How do I know if my overhead lighting meets the requirements?

An architect or engineer licensed in Iowa can evaluate your lighting against the lighting levels required by IAC 641 Chapter 15 and redesign the lighting if needed to comply with the requirement.

5. When do I need a construction permit?

A construction permit is needed to make changes to lighting at a pool or spa. This would include removing underwater lighting or altering the lighting provided from overhead.