

Basha Assassins 2027 — Official Game Rules Class of 2027

1. Game Structure

- **Start Date:** August 3, 2025, 11:59 PM
 - **End Date:** TBD
 - **Game Format:** Teams of 3 to 5 players (no exceptions)
 - **Style:** Assigned Targets then Battle Royale
 - **Round Length:** ~2 week per phase (see Phases below)
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2. Registration & Buy-In

- **Buy-In Window:** July 21 – July 31
- **Buy-In Cost:** \$14 per person
- **Late Entry:** August 1 – 2 | \$20 per person
- **Submission:** Submit form in the bio of @basha27assassins, If there are issues DM the account!
 - Full names of all team members
 - Team name
 - Total payment screenshot or you can do each member separate and the **CAPTAIN** submits each player's screenshot
- **Teams are locked after registration. No switching or adding members.**
- **There are NO REFUNDS**

3. Player Requirements

- Must be a senior in the Class of 2027
- Every Team Captain must follow @basha27assassins
 - Every team member is encouraged to follow as well!
- Turn on post notifications to avoid missing deadlines and updates
- By joining, you agree to allow your kill videos to be posted publicly
- There are currently no plans for Splashin or other app. Coordinators reserve the right to change this if needed.

4. Weapons & Kill Rules

- **Allowed Weapons:**
 - Water guns (cost under \$40)
 - Water balloons
 - Buckets of water
- **Not Allowed:**
 - Spray bottles
 - Hoses
 - Nerf guns
 - Water bottles
 - Orbeez Guns
- **Kill Submissions:**

- Kills must be recorded and DM'd to [@basha27assassins](#)
 - Include your team name and names of eliminated players
 - Submit kill video within 2 hours of the kill or it will not count
 - Witnesses do NOT count — only video evidence counts
 - Videos will not be reposted immediately, give the mods time.
 - Anyone may submit a video, not just captains!
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5. Floatie & Safety Rules

- Floaties valid **only during Phases 1 & 2** (disabled in Phase 3)
 - Allowed floatie types:
 - Arm floaties (1 or 2)
 - Inner tubes/donuts
 - Life jackets
 - Floaties must be:
 - Inflated
 - Clearly visible
 - Worn properly
 - Kill does **NOT** count if either the shooter or the target is wearing a floatie
 - Floaties may **NOT** be forcefully removed
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6. Game Phases

Phase 1: Assigned Target

- **Dates:** August 4 – August 18
- Each Team receives a target for every player on their team, upon eliminating that target, you will take the target of the now eliminated player
 - Targets are sent to Team Captain (identified on form)
 - You may not trade targets with other teams
 - Any member of the team may eliminate any target
- The team must eliminate at least 1 person from hit list to advance
- Unlimited buy-backs allowed
- No kills = elimination

Phase 2: Assigned Teams

- **Dates:** August 18 – September 1st
- Each Team receives another Team which they have to fully eliminate in the two week period
 - Players may still buy-back however, their original elimination will still count towards the full elimination
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- Buy-backs limited: 2 per person for entire rest of game
- No hits = elimination
- No buy-backs if eliminated due to inactivity

Phase 3: Battle Royale

- **Dates:** September 1st - End of Game
- **24-hour Purge Night** on Sept 4 -5
 - All safe zones off-limits
 - BHS is still off-limits
 - Trespassing is still a State Crime so think carefully
 - Floaties disabled
 - Each team must secure 1 kill or be eliminated
 - Buy-backs allowed only if player has not used both
- **After Purge Night:**
 - Floaties no longer work
 - ALL Safe zones return
 - NO more buy-backs allowed
 - Game coordinators may announce a second or third purge depending on player levels remaining after the first purge night
 - Such announcements will be made no less than four days ahead of the new Purge on the Instagram
- Game ends when one team is left
 - Defined as at least one player from the team

7. Safe Zones

You **are safe** in these locations:

- All Basha High School property (including Mesquite Groves)
- At work (while on the clock)
- Inside churches or religious events
- Inside gyms (parking lots are fair game)
- During school or club sports practices/games
- Medical appointments
- Wearing proper floaties (Phases 1 & 2 only)
- Inside a house only if invited by a resident 18+ (must show proof)
- Backyards unless invited in

Allowed Areas for Eliminations unless wearing floaties (Phases 1 & 2 only):

- Driveways, house parties, parking lots, front yards

Off-limits completely unless invited:

- Garages and barns (trespassing prohibited)

8. Car Rules

- **NO SHOOTING WHILE DRIVING**
- **NO SHOOTING AT DRIVERS**
- Driving is defined as anytime the vehicle is NOT in Park.

- Passengers may shoot at non-drivers
 - In a drive-thru with windows down, someone on foot may eliminate you
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9. Buy-Back Rules

- Cost: \$20 per buy-back
 - Must buy back within 48 hours of elimination
 - Submit buy-back DM with:
 - Full name
 - Team name
 - Payment proof
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10. Kill Disputes

- If two teams shoot each other, the kill seen clearly in the video counts
 - If both record, the **first submitted video** counts
 - If only one team records, their point of view wins regardless of who shot first
 - If video is unclear, retake it
 - If still unclear, moderators make the fairest call based on video evidence
 - You cannot shoot or get out your own teammate
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11. Disqualification Rules

- Forcing off safety gear
- Inactivity; Coordinators will contact your team captain prior to deactivating the team
- Entering garages or homes without invitation of an individual 18+ who has the right to invite you onto the property
- Blocking someone's car/driveway
- Physical contact or aggression (this is a water game)
- Damaging property
- Trespassing
- No Ski Masks, Sheistys or similar
 - Costume masks are okay
- Calling 911 during any game-related action - **INSTANT DISQUALIFICATION**
 - This rule only applies for non-emergency calls, Misuse of 911 is a felony.
 - If you witness an actual emergency during gameplay (Crash, Medical emergency etc.) please do call 911 and assist as best you can
 - You will not be eliminated if in an above situation

All decisions and clarifications by game organizers are final.

12. Teams & Alliances

- Teams may form alliances

If alliances break, past kills still count
- One team is eliminated only when **all** its players are eliminated
- No switching teams or replacing members once game begins
- Each team should nominate a **CAPTAIN** who will be the primary contact between the team and the coordinators
 - The **Captain** will receive the list of targets for each member of the team
 - The **Captain** will fill out the registration form for the entire team

- The **Captain** must submit screenshots on the form of each team member sending the entrance money to @basha27 on venmo

13. Disputes

- All disputes must be DM'd within 2 hours of the incident
- Game moderators have final say

14. In Order To WIN

Your team must be the last team with any active players during Phase 3