

Cosplay Rules:

- Accessible toilets are to be used for their designated purposes and not as changing rooms.
- No offensive/overly revealing clothing or costumes are permitted. Any cosplays worn must cover at least the same as a modest bikini/swimsuit. You must wear a dance belt if wearing something form fitting. Anyone who violates this rule will be asked to cover up. Failure to do this will result in you being asked to leave the premises.
- Cosplays must be suitable for a general audience - There are a lot of kids around the convention after all!
- Nudity is not permitted.
- Suitable footwear must always be worn; bare feet are not permitted.
- Wheeled footwear (heelies, roller blades, roller skates, etc.) and stilts are not permitted inside the convention centre. They may be carried as a prop, but cannot be worn.
- Anyone who has a cosplay that will inhibit movement/vision/or impede the senses are required to have a 'buddy' to help escort you around the convention.
- Cosplayers may not be connected/tethered/tied/leashed together in any manner.
- Racism will not be tolerated in the form of blackface/brownface, changing the colour of your skin to one of a different human ethnic group is not permitted. Unnatural skin tones, for example blue/green/purple are okay.

Cosplay and Harassment:

- Cosplay is not Consent. Do not touch people. Ask to take photos. Respect a "No". Anyone breaking these rules will be escorted out of the convention and have their entry badge confiscated. Feeling harassed? Talk to a committee member or volunteer.
- Zero tolerance harassment policy: This includes but is not limited to: Verbal abuse, physical abuse, following, stalking, unconsented photography, unconsented recording, inappropriate physical contact and inappropriate sexual attention. Harassment of any kind will result in being escorted out of the convention and having their entry badge confiscated.

Cosplay Masquerade:

- Anyone aged 12 and under who wishes to enter the masquerade must be accompanied by a parent or guardian over 18 years old.
- The origins of your cosplay must be specified. You must state, truthfully, on sign up if your cosplay is bought, hand-made, commissioned (this includes if a friend or parent/guardian has made it for you) or if it is a combination. If entrants provide false information and place in the competition they will be stripped of their title and prizes. Costumes that are bought/commissioned are not eligible to receive a prize.
- Judging will be based on the quality of the costume, the accuracy of the costume and the stage presence of the cosplayer. (You can't forget the 'play' in cosplay!)
- The Entrants' costume cannot have previously won at a large competition using the same costume. If this rule is not complied with, winners may be stripped of their prizes and a new winner selected.

Props:

- All props will be inspected on arrival at the convention. Only approved props will be allowed to be carried around. Any props deemed to be too hazardous will be stored in the cloakroom until the end of the convention and/or your time in the convention.
- Anyone found to be miss-using props in a manner deemed dangerous to other attendees will have their props confiscated until the convention is over.
- If you wish to use airsoft guns/pellets guns as props they must be unloaded and shown to be nonfunctioning.
- No projectile weapons permitted.

Prohibited props/ weapons:

- Real firearms: working, replica, disabled, or otherwise.
- Anything that fires projectiles, such as BB guns, pellet guns, cap guns, paintball markers, crossbows, dart guns, blow guns, slingshots and strung bows.
- Live steel knives including swords, bayonets, daggers, switchblades, axes, shuriken and kunai.
- Blunt weapons, such as batons, clubs, paddles (including yaoi paddles) and nunchaku.
- Liquid weapons, including water pistols, water guns, and water balloons.
- Explosives, including fireworks, firecrackers, sparklers, stun grenades, and smoke bombs.
- Chemical weapons, including tear gas and pepper spray.
- Laser devices, including laser pointers and laser-aiming devices.
- No bubble machines.
- And all other weapons prohibited in Ireland under the Firearms Acts 1925 to 2009 and the Firearms and Offensive Weapons Act 1990.
- Anyone found in possession of a prohibited weapon will have the weapon confiscated and they will be reported to An Garda Síochána.