

General Cosplay Rules:

- No offensive/overly revealing clothing or costumes are permitted. Any cosplays worn must cover at least the same as a modest bikini/swimsuit.
- 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) is not permitted inside the convention centre. They may be carried as a prop of but cannot be worn.
- Anyone who has a cosplay that will inhibit movement/vision/or impede the senses are recommended to have a 'buddy' to help escort you around the convention.
- Cosplayers may not be connected/tethered/tied together in any manner.
- Costumes associated with illegal activity; eg. Pedobear, will not be permitted.

Cosplay and Harassment:

- Harassment will not be tolerated in any form.
- This includes but is not limited to: Verbal abuse, physical abuse, following, stalking, unconsented photography, unconsented recording, inappropriate physical contact and inappropriate sexual attention.
- Cosplay is not Consent.

Cosplay Masquerade:

- To enter the masquerade for judging your cosplay must be from a known published source. (i.e. Anime, Video game etc). Original characters can be entered to showcase an individual's work, but they will not be judged.
- Anyone under the ages of 13 years old 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.
- 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!)
- There will be two categories: Best overall Cosplay and Best Group.

Cosplay Skit Rules:

- The maximum number of people allowed on stage at one time is 6 people.

- Performances should be no longer than 5 minutes.
- The skit needs to be suitable for a PG 13 audience. This means no offensive language or no sexual themes. (Let's keep groping to a minimum!) Any material to be used on stage will be screened prior to the skits.
- Any music/audio visual material required for the skit must be provided by the performers and submitted at the time of sign-up.
- Props that will delay the flow of the other performances are not permitted. Anything that will require a long setup/take down will not be permitted.
- Any fight scenes must be slowed to half speed.
- Props such as confetti, flower petals, water or anything that will litter the stage is not permitted.
- Fire props (e.g. lighters, flash paper etc) will not be permitted.
- The judging will be based purely on the quality and of the performance and the creativity of content.

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 and will only be allowed to be used in photo shoots and the Cosplay Masquerade.
- If anyone is found to be miss-using props in a manner deemed dangerous to other attendees will have their props confiscated with no guarantee of the prop being returned.
- If you wish to use airsoft guns/pellets guns as props they must be unloaded and shown to be non-functioning.

• Airsoft weaponry is allowed under the following conditions:

- o The device's muzzle energy is less than or equal to one joule.
- o Spring-loaded airsoft weaponry is not permitted.
- o All loaded and carried magazines must be empty and de-gassed; and no airsoft pellets may be carried on your person.
- o The weapon's chamber must be clear.
- o The weapon's battery must be removed.
- o An orange tip must be in place on the weapon's barrel, or the weapon must feature brightly coloured markings or other apparatus.

• Prohibited props/ weapons:

- o Real fire arms: working, replica, disabled, or otherwise.
- o Anything that fires projectiles, such as BB guns, pellet guns, cap guns, paintball markers, crossbows, dart guns, blow guns, slingshots and strung bows.

- o Live steel knives including swords, bayonets, daggers, switchblades, axes, shuriken and kunai.
- o Blunt weapons, such as batons, clubs, paddles (including yaoi paddles) and nunchaku.
- o Liquid weapons, including water pistols, water guns and water balloons.
- o Explosives, including fireworks, firecrackers, sparklers, stun grenades and smoke bombs.
- o Chemical weapons, including tear gas and pepper spray.
- o Laser devices, including laser pointers and laser-aiming devices.
- o And all other weapons prohibited in Ireland under the 1964 Firearms Act.

Anyone found in possession of a prohibited weapon will have the weapon confiscated and they will be reported to An Garda Síochána.