

Cosplay Contest Rules & Guidelines

The Cosplay Contest is designed to celebrate creativity, craftsmanship, and performance while fostering a welcoming and inclusive environment for cosplayers of all experience levels. We encourage respectful competition, community support, and a positive experience for all participants.

Section 1: Contest Rules

How to Enter

- Registration for the Cosplay Contest will be conducted **online prior to the event**.
- If available, any remaining contest slots may be offered **on-site at CSC Fancon** on a first-come, first-served basis.
- Online registration will open in **December** through an application form. For announcements, deadlines, and updates, please follow **@csc.cosplay** on Instagram.
- The Cosplay Contest will take place on **Sunday, February 15th 2025**.
- Detailed judging schedules, call times, and stage information will be shared with accepted contestants closer to the event date.

Eligibility & Participation

- By entering the contest, participants confirm they have read, understood, and agree to abide by all contest rules and policies. Our goal is to maintain a **fair, respectful, and encouraging environment** that supports both new and experienced competitors.
- All contestants must possess a valid **Sunday or Weekend badge** at the time of competition.
- Contestants **under the age of 13** must have parental or guardian consent and be accompanied by a parent or guardian during both prejudging and the stage competition.
- Staff and cosplay contest judges reserve the right to **refuse entry, participation, or continue involvement** in the contest if rules are violated or if behavior is deemed inappropriate, unsafe, or disruptive.
- Participants may be photographed or recorded during the contest. By entering, contestants grant permission to use their likeness for **event promotion, documentation, and marketing purposes**.

Contest Rules & Guidelines

- A minimum of **75% of each costume must be made by the competitor**. Costumes that are primarily purchased, rented, or commissioned are not eligible for awards.
- All costumes, accessories, and props must comply with the **Cosplay Policy and Weapon & Prop Policy** (see Appendices A and B). Failure to meet these requirements may result in disqualification for safety or policy reasons.
- Competitors must report to the **green room at their assigned time** for prejudging. Each competitor will have approximately **three (3) minutes** to present their costume and construction process to the judges.
- Late arrival to prejudging may result in disqualification, as the judging schedule must remain on time for all participants.
- Judges reserve the right to **withhold any award**, including Best in Show, if no entry meets the criteria or standard for that award.
- Contest organizers reserve the right to disqualify any competitor for conduct including, but not limited to, **harassment, bullying, unsportsmanlike behavior, or misrepresentation of work**.
- Original characters and fan-designed variations of existing characters are welcome, provided sufficient reference material or design explanations are supplied.
- Group entries must compete in the **highest division represented** among all group members to ensure fair judging.
- Progress portfolios, build books, or photo documentation are **strongly encouraged** to help judges better understand construction techniques, but they are not required.
- Each contestant will have **one (1) minute on stage** to pose and present their cosplay. Divisions will appear in the following order: **Junior, Novice, Journeyman, and Master**.
 - Contestants may submit optional notes or a short script during registration for the MCs to highlight during their stage walk.
- Award announcements will take place on stage once judges have finalized their decisions. During deliberation, a featured segment will be presented to keep the audience engaged.

Section 2: Contest Divisions & Awards

We offer multiple divisions to ensure competitors are judged fairly based on experience level and achievement.

Junior Division

- Open to competitors **13 years of age and under** at the time of competition.

Novice Division

- Intended for newer competitors who have won **fewer than three (3) minor awards** in the Novice division.

- Competitors who have won **Best in Show, Best in Class: Novice**, or any award from a higher division are not eligible to enter Novice.

Journeyman Division

- Open to competitors who have won **fewer than three (3) minor awards** in the Journeyman division.
- Competitors who have won **Best in Show, Best in Class: Journeyman**, or any award from a higher division are not eligible to enter Journeyman.

Master Division

- Intended for highly experienced competitors who meet one or more of the following criteria:
 - Work professionally in fashion, costuming, or a related industry
 - Earn **50% or more of their income** from costume creation
 - Have won **Best in Show, Best in Class: Journeyman, three (3) major awards** in Journeyman, or any award in the Master division
- If registration numbers are low, Journeyman and Master divisions may be combined.

Award Definitions

- **Major Awards** include awards with titles such as *Best in Show* or *Best in Division*.
- **Minor Awards** include runner-up placements, named specialty awards (e.g., *Technical Excellence*), and *Judge's Choice* awards. Honorable Mentions are excluded from award counts.

Appendix A: Cosplay Policy

A **family-friendly event**, and all attendees are expected to dress and behave appropriately for a public convention setting.

- Costumes must avoid excessively revealing or provocative elements. Failure to comply may result in denied entry or required costume modification.
- Cosplays may not include offensive language, symbols, or imagery.
- Costumes must provide coverage comparable to **standard swimwear** (bikini or swim trunks).
 - Exposed backs are permitted
 - Footwear is required at all times
 - Body paint and glitter must be **non-transferable**
- Costumes and props must be safe for crowded environments. Sharp edges must be capped, dulled, or otherwise rendered safe.
- Costumes impersonating law enforcement, emergency services, venue staff, or security personnel are strictly prohibited.
- Wheeled props or footwear (e.g., skates, skateboards) are not permitted inside the venue unless approved in advance by staff.
- All **Ontario laws and regulations** must be followed in addition to these policies.
- Failure to comply with cosplay or weapon policies may result in removal from the event.

Questions may be directed to cosplay@cscmarketplace.com.

Appendix B: Weapon & Prop Policy

For the safety of all attendees, CSC Fancon enforces strict weapon and prop guidelines.

- A weapon is defined as any item classified as a weapon under the **Criminal Code of Canada** or as determined by CSC Fancon staff.
- All weapon props must be inspected and approved prior to entry.

Prohibited Items

Weapons that are illegal in Canada or unsafe for convention environments are strictly prohibited, including but not limited to:

- Firearms of any kind
- Butterfly knives, switchblades, brass knuckles
- Spiked accessories, morning stars
- Concealed knives, hand crossbows
- Nunchucks, batons, tasers, mace
- Arrows and bolts

Foam replicas may be permitted but may require visible labeling.

Additional Restrictions

- Airsoft, BB, and pellet guns are prohibited.
- Realistic replica firearms made of metal or solid resin are not permitted.
- Close-approximation props may be allowed if clearly non-functional and made from safe materials such as foam.
- Props capable of firing projectiles are prohibited. Nerf-style props are permitted **only if unloaded at all times**.
- Weapons must not have sharp edges, excessive weight, or features that could cause harm.
- Lasers are strictly prohibited. Light sabers are permitted provided they are not made of glass.
- Weapon props may require an **orange safety tip** within the venue; this may be removed briefly for photography or stage use with staff approval.

All **Ontario laws and regulations** apply. Failure to comply may result in removal from the event.

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