



Cosplay Rulebook

Welcome to the Colombo Comic Expo! We're thrilled to have you here to showcase your creativity, skills, and love for your favorite characters. To make sure everyone enjoys their experience, please follow these cosplay guidelines.

General Cosplay Guidelines

1. **Costume Guidelines**
 - 1.1. **Appropriateness:** Costumes must be family-friendly, as the event may include minors. Avoid nudity, extreme violence, or explicit content.
 - 1.2. **Size and Space:** Be mindful of the size of your costume. Large props or costumes may be difficult to move in crowds and could block hallways or entrances.
 - 1.3. **Safety First:** Costumes should not impair your vision or movement to avoid accidents. Wear safe, stable footwear and avoid costumes that might cause tripping.
2. **Props and Weapons**
 - 2.1. **No Real Weapons:** Only replica weapons are allowed. Firearms, metal blades, and any sharp or dangerous items are prohibited.
 - 2.2. **Check Your Props:** All props must be inspected at the entrance and tagged by security to confirm they are safe. Unapproved props may need to be stored outside the event area.
 - 2.3. **Blunt Props Only:** Any weapon props must be soft, blunt, and without points. Wooden or plastic items may be allowed but will still require inspection.
3. **Health and Safety Guidelines**
 - 3.1. **Hydrate and Take Breaks:** Wear comfortable costumes and ensure you take breaks to hydrate, especially if wearing a warm or heavy costume.
4. **Enforcement**
 - 4.1. **Warnings and Violations:** Staff members will issue warnings for any rule violations. Repeated or serious violations may result in removal from the event.
 - 4.2. **Security Assistance:** Our security team is here to help! If you feel unsafe or witness misconduct, report it to staff or security immediately.

Cosplay Competition Guidelines

5. Eligibility
 - 5.1. Registration: Participants must pre-register for the competition. On-the-spot registration may be allowed within a limited time if slots are available, but priority is given to pre-registered cosplayers.
 - 5.2. Age Limit: The competition may have separate categories for different age groups, so please check and enter the appropriate category.
 - 5.3. Ramp walk is compulsory for competition participants.

6. Costume Requirements
 - 6.1. Originality: Original character designs are allowed but must be announced as “original characters” during registration.
 - 6.2. Handmade vs. Purchased Costumes: Judging will prioritize craftsmanship and effort. Purchased items are allowed but should be disclosed to the judges if required.

7. Judging Criteria
 - 7.1. Craftsmanship: Costumes will be judged based on the quality and detail of work, materials used, and construction techniques.
 - 7.2. Accuracy: For character-based cosplays, accuracy to the source material is a key criterion. Judges will look at how closely your costume matches the character’s design.
 - 7.3. Creativity: Innovative approaches and unique techniques to bring your character to life will be highly valued.
 - 7.4. Performance: Cosplayers may be judged on their ability to embody the character. This can include voice, movement, and mannerisms.

8. Performance Guidelines
 - 8.1. Time Limit: If you’re performing a skit or walk-on, please keep it under 3 minutes.
 - 8.2. Content: Performances must be appropriate for all audiences. Avoid explicit language, violence, or inappropriate gestures.
 - 8.3. Props and Effects: Any props or effects used in your performance must be safe and pre-approved by event staff. This includes items such as confetti, smoke, or small props.

9. On-Stage Rules
 - 9.1. Punctuality: Participants should arrive at the cosplayers gathering area near the stage at least 15-30 minutes before the competition begins to allow for check-in.
 - 9.2. Stage Behavior: Follow the staff’s directions while on stage. Be mindful of stage safety, and do not attempt dangerous stunts or actions.
 - 9.3. Exiting the Stage: Once your performance is over, promptly exit the stage area to keep the event running smoothly.

10. Judging and Prizes

10.1. Judge's Decision: The judges' decision is final. Judging criteria will be explained beforehand, and the winners will be selected based on scores across all criteria.

10.2. Awards and Prizes: Prizes will be awarded to top performers in announced categories (e.g., Best Craftsmanship, Best Performance, Best Makeup, etc.). Prizes will be distributed at the end of the event.

11. Disqualification

11.1. Rule Violations: Any rule violation, including inappropriate conduct, use of prohibited props, or excessive delays, can lead to disqualification.

11.2. Misrepresentation: Misleading the judges about the nature of your costume (e.g., claiming a purchased costume is handmade) may also result in disqualification.