

Kokorokon Cosplay and Masquerade Rules

The Kokorokon Cosplay Contest is Saturday's premiere costuming event! Come cheer on your friends and family or become part of the show! Participants will showcase their craftsmanship skills from many genres of costuming or their unique designs and performances for all to see!

Kokorokon is dedicated to providing a safe and fun environment for all fans. All rules and regulations are written with that goal in mind while also maintaining all the guidelines necessitated by our gracious venue and the city of Collinsville. We appreciate your cooperation in this.

General Rules

1. Kokorokon is a family friendly event. No nudity, excessive profanity, abusive content, or anything deemed racially or culturally offensive will not be tolerated. No politically charged or discriminatory cosplays or props will be allowed. When in doubt, ask! Any offensive content complaints from fellow attendees will be addressed and investigated by convention staff and could result in dismissal from the premises until sufficient alterations are made to the costume.
2. All costumes and props are subject to the Kokorokon Convention policies. If there is any question, ask!
3. **For everyone's safety firearms and sharpened instruments are strictly prohibited.** All costumes and props must be checked at time of entry into the convention.
4. No weapons that violate Kokorokon's Weapons Policy or the Gateway Convention Center's weapons policy or local laws, including, but not limited to: realistic-looking firearms; live steel; projectiles of any sort, and/or bladed weapons of any sort. Due to safety concerns, realistic combat simulations may not be performed.
5. All electronics must be self contained. There will be no electrical cords allowed to stretch across the convention hallways or convention floor space.
6. Anything that comes on to the convention floor with you must leave with you. No liquids, messy substances, glitter, confetti, etc... or anything that may pose a danger is allowed on the convention floor. No pyrotechnics, fireworks, flames, or smoke machines of any kind. Respect the convention space and your fellow attendees, leave it clean and safe for everyone.

7. The Cosplay Department Leads and Convention Chairs have final say in all circumstances and disputes.
8. Violating any Cosplay Contestant or Convention Rules will disqualify you. A severe violation could result in dismissal from the convention.
9. All props and backgrounds for the convention MUST leave with you after the convention day is over. There is NO storing of props at all pre/post convention day in convention staff areas.

General Masquerade Rules

1. Photographers: cosplayers may not have their personal photographers and or friends/family in the room taking photos. You may have them take photos from their seat, but they are not allowed on the floor or to take additional seating with equipment. We have a Media Department that handles photos of this event. Photos will be posted online after the convention. Any violation of this rule will result in removal from the masquerade event. Photos may be inquired by emailing info@Kokorokon.org.
2. All contestants, their models, and handlers must have a valid Kokorokon badge for the day of the cosplay contest. This means that contestants who are registering online prior to the event must also be pre-registered for Kokorokon. This includes ALL members of group entries. Group leaders should verify all members have pre-registered for Kokorokon before registering their group for the contest.
3. Showing integrity, sportsmanship, and the spirit of competition is important!
4. This contest aims to balance fun with true competition. For the integrity of the contest, you may be placed into the appropriate category/class at the discretion of the judges and cosplay contest administrators without prior notice.
5. Submitting an entry to the cosplay contest does not guarantee a spot in the cosplay contest. Spots are limited. All entrants will be contacted by the Kokorokon Cosplay Department prior to the event with their status and further instruction.
6. Anything that comes on stage with you must come off stage with you. No liquids, messy substances, glitter, confetti, etc... or anything that may pose a danger is allowed on stage. No pyrotechnics, fireworks, flames, or smoke machines of any kind. Respect the stage and your fellow contestants, leave it clean and safe for everyone.
7. No throwing, launching, or shooting things into the audience, including yourself.
8. All electronics must be self contained. There will be no electrical outlets onstage and no cords will be allowed to stretch across the stage.

9. The Cosplay Contest and Masquerade heads have final say in all circumstances and disputes.
10. Failure to report for your sign-in, rehearsal, line-up times, or pre-judging times is grounds for DISQUALIFICATION of your entry. Being late or not showing up severely disrupts the schedule of convention staff and other participants. **Please, do not take this lightly**
11. You must tell staff in advance for anything “unique” you have planned for your presentation on stage. We will do our absolute best to accommodate your request, but please understand there are limits to what we can do and allow. The more in advance we know, the more we can try to work with you. Please do not wait until check-in to ask for special clearance.
12. Stage Acrobatics: Because the stage used is portable, it cannot take heavy abuse. Acrobatics and/or martial arts will not be allowed on stage. We will allow slower, choreographed, or dance-like movements. Be sure to indicate such presentations when you register. Safety First!
13. Size and Mobility: For safety reasons, oversized costumes and/or props that cannot navigate the stairs and backstage area due to height, width, etc... *may* be asked to enter the Hall Costume Contest instead. Kokorokon staff will do their best to accommodate these builds, as we love seeing them! You may have a handler on stage if visibility or mobility is limited, but all persons and props must be able to get on and off the stage via the stage stairs without interrupting the event or causing undue delay for your fellow contestants. If you have any concerns regarding size or mobility please contact the Kokorokon Cosplay Department PRIOR to the convention.
14. Kokorokon staff members are prohibited from entering the competition. Headlining and invited cosplay guests are not eligible to enter the costume contest. Weekend volunteers will be allowed to participate.
15. All props and backgrounds for the event MUST leave with you after the event is over. There is NO storing of props at all pre/post events in the backstage area.
16. Stage walk time is limited so that we may allow the highest number of contestants as possible. Please consider what you will do on stage before showtime. All entrants will have up to 40 seconds of stage time. Group/Performance entries are the exception to this rule. Please Exhibition Category Rules for more information.
17. We will be accepting costumes from all genres. Genres may include but are not limited to: anime, cartoons, video games, movies, art books and artwork, comics, and graphic novels. Reference material for any Craftsmanship entry must be provided. Cosplays must be recreations or fanart of licensed characters to be eligible for the Craftsmanship

portion of the contest. Original Characters may be entered into the Original Character category but cannot be considered in the Craftsmanship portion of the show or qualify for Best-In-Show. Please see Craftsmanship Rules and Exhibition Rules for more information.

18. You may not enter with a costume that has previously won Best-in-Show or any category award at another convention/cosplay contest. If you have questions, ask!
19. Microphones WILL NOT be provided. All audio must be approved by Kokorokon staff prior to the contest. All audio must be pre-recorded and submitted to Kokorokon. If you are able to submit the audio file at the same time of your online application, that would be very much appreciated! Otherwise, please submit the audio files needed no less than 1 week prior to the event. If you do not have any audio or fail to submit audio in a timely manner, our Tech Crew will play something in the background while you are on the stage. Youtube links will NOT be accepted.

Audio file requirements: High-quality and in an acceptable format such as MP3 or WAV. Name your file with your stage/cosplay name(s) and song name. In any case, please modify your file's metadata to have a Title and Artist name. Right-click the file, Properties, Details and edit the appropriate files.

Audio submissions may be rejected by the Tech Crew for any reasons they deem necessary

Craftsmanship Rules

1. If you are choosing to enter the craftsmanship portion of the Kokorokon Cosplay Contest please read the general rules sections first.
2. You may not enter with a costume that has previously won Best-in-Show or any category award at another convention/cosplay contest. If you have questions, ask!
3. A single entry in the Craftsmanship category may consist of an individual or a duo. If your team or group has three or more individuals, you must enter in the group category and cannot be considered in the craftsmanship category. Participants are only allowed one entry in the craftsmanship category. Participants in the group category may enter the craftsmanship category as an individual. If there are questions regarding the number of participants please contact the Kokorokon Cosplay Department.
4. If entering as a duo, you must enter the class of the individual who is the highest class in your entry. (For example: If one person in your duo is a Master and one is a Journeyman, you must enter in the Master Class).

5. You may have someone model your costume, but you, the crafter, must register for the costume contest and be present for prejudging to answer the judges' questions. If the costume receives an award, the award recipient will be the crafter, not the model.
6. If you do any type of costuming or prop work in a professional capacity you must compete in Master Class.
7. The required percentage of handmade elements of your costume may determine your class. No fully purchased costumes are allowed.
8. If you have won Best-in-Show at a previous cosplay contest you must compete in Master Class.
9. All Craftsmanship entrants will be required to be present for a pre-judging time slot on the day of the contest.
10. References and Progress Photos: PRINTED reference material for ANY Craftsmanship submission is required. Even if a character is popular or very well-known. Reference material is needed to judge accuracy. Lack of PRINTED reference material will greatly affect scoring and may result in disqualification. Phones, laptops, tablets, or any similar electronic device will NOT be accepted. A build book or folder with pockets or brads with all your images is required. A minimum of 3 progress pictures of construction work, in various stages of construction, will also be required. The judges may not have time to look through pages of material during your pre-judging time slot, however, they may refer back to these portfolios when considering scoring during the deliberation process. You are welcome to retrieve the materials from Con Operations after the masquerade or the following day. Build books left at the end of the convention weekend will be discarded. If there are any questions regarding these guidelines, please contact the Kokorokon Cosplay Department.

Craftsmanship Categories

Note: If there is any question about which class you belong in, please contact the Kokorokon Cosplay Department for assistance.

Novice Class

1. At least 50% of the cosplay must be crafted by you.
2. This is a category for people who have never competed before, have competed only a few times but never won an award, or have only won 1 or 2 minor awards.

Journeyman Class

1. At least 60% of the cosplay must be crafted by you.
2. This is a category for people who have competed several times, or have won multiple minor awards or a novice category award(s).

Master Class

1. At least 75% of the cosplay must be crafted by you.
2. This is a category for people who have competed many times before, have won major awards including Best-in-Show, Journeyman, or Master Class category awards, or use costuming or prop work in a professional capacity.

Exhibition Rules

1. If you are choosing to enter the Exhibition portion of the Kokorokon Cosplay Contest please read the general rules sections first.
2. The type of cosplay you enter here will help determine your category
3. You cannot qualify for any craftsmanship awards if you are entering in the exhibition portion of the cosplay contest. This includes Best-in-Show.
4. Kokorokon has a children's category as a part of their exhibition. Children 12 and under are eligible to enter the Kokorokon cosplay masquerade children's category. A Handler 18 years of age or older must be present at the Masquerade for all entrants under the age of 13.

Exhibition Categories

Eco-Cosplay

1. This is a category for people who have upcycled, thrifted, or altered pieces in order to create a cosplay masterpiece!
2. At least 50% of the costume must be made from pieces that have been upcycled, thrifted, or altered

Original Character (OC) Cosplay

1. We love seeing everyone's unique and amazing ideas! This category is for original character designs from any fandom!

Group/Performance Cosplay

1. This category is for those that love to strut their stuff on stage with their friends!
2. Group entrants are limited to no more than 6 entrants.
3. Groups will be given up to 4 minutes on stage.

4. All audio for performances MUST be pre-recorded and submitted BEFORE the convention. Please see General Masquerade Rules for rules regarding audio submissions.

Children's Category

1. We love seeing young cosplayers get inspired and they deserve to be appreciated on stage! This category is for anyone 12 years of age or younger at the time of the contest that would like to participate!
2. A handler 18 years of age or older must be present at the Masquerade for all entrants under the age of 13.

Walk-On Category

1. This is a category for anyone who would like to show off their cosplay on stage but does not enjoy the competitive side of cosplay!
2. This category is not eligible for any awards.
3. This category will only be included if time allows. Entry into this category does NOT guarantee the opportunity to walk on stage.

DISCLAIMERS AND MEDIA RELEASE

By entering the Kokorokon Cosplay Masquerade contestants agree to allow video recording and photography of their costumes, which may be used in future promotions of Kokorokon that may be uncredited. All captured materials become intellectual property of Kokorokon. Acquired materials may be used in social media, news outlets, youtube, and other marketing materials not specified without informing the contestant. By participating in the Kokorokon Masquerade in any capacity, you are agreeing to allow your image to be used for these purposes and release Kokorokon and its employees from all liability.

By entering the Kokorokon Cosplay Masquerade contestants understand that the published contest awards may be adjusted, changed, or withheld pending complaint resolution or for any reason deemed appropriate by the contest administrators.