

BeCosplay Contest Rules

Chapter I: General Information

1. Introduction

- 1.a. **Scope of Rules:** These rules apply to all contests, including Cosplay Contests, Costume Contests, Catwalks and International Preliminaries, organised by Be Cosplay VZW (referred to as "BeCosplay" throughout this document).
- 1.b. **Right to Amend:** BeCosplay reserves the right to amend the rules at its discretion without prior notice.
- 1.c. **Agreement to Comply:** By participating in any contest organised by BeCosplay, participants agree to comply with these rules in full.
- 1.d. **Document Overview:** This document is structured into multiple chapters to help participants navigate the rules and regulations more easily.
 - **Chapter I: General Information:** Covers basic information about the contests, important definitions, and communication methods.
 - **Chapter II: General Rules for All Contests:** Outlines the overarching rules that apply to all contest types, including general costume and showcase rules, application limitations, submission requirements, and safety protocols.
 - **Chapter III: Cosplay Contest Rules:** Focuses on the rules specific to the Cosplay Contest, covering costume requirements, showcase performance, application procedures, and evaluation criteria.
 - **Chapter IV: Costume Contest Rules:** Provides the specific rules for the Costume Contest, including costume requirements, showcase performance, application procedures, and evaluation criteria.
 - **Chapter V: Catwalk Rules:** Details the rules for the Catwalk, including costume requirements, stage showcase, application procedures, and evaluation criteria.
 - **Chapter VI: International Preliminary Rules:** Lists the specific rules for participants in International Preliminary contests, covering costume requirements, showcase performance, application procedures, and evaluation criteria.
 - **Chapter VII: Judging and Awards:** Provides information about the judging panel, and the award categories.
 - **Chapter VIII: Backstage, Penalties and Media Rights:** Covers backstage access, participant penalties for rule violations, and media rights for the events.

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3. Definitions

- 3.a. **BeCosplay:** Refers to Be Cosplay VZW, the organisation responsible for hosting the activities.
- 3.b. **Contest:** A competitive event in which participants are judged based on criteria such as craftsmanship, performance, or stage presence. BeCosplay organises four types of contests: Cosplay Contest, Costume Contest, Catwalk, and International Preliminary.
- 3.c. **Participant:** A legally recognised individual registered to take part in a contest organised by BeCosplay.
- 3.d. **Group Participant:** Refers to entries in which multiple participants compete as a single unit. They are judged collectively as the sum of their parts.
- 3.e. **Group representative:** Refers to the participant of a group, appointed to communicate with BeCosplay.
- 3.f. **Event:** The occasion or location where the contest takes place. This can include conventions, festivals, or other gatherings where BeCosplay activities are hosted.
- 3.g. **Prop:** An item that represents an object usually not part of the costume.
- 3.h. **Stage prop:** A prop placed on the stage before the performance, often intended to be interacted with during the act.
- 3.i. **Replica:** A prop that is an accurate copy of an existing object.
- 3.j. **Weapon replica:** A replica of a weapon that exists in reality or could be mistaken for a real weapon.
- 3.k. **Disqualification:** The removal of a participant from a contest due to violation of rules, resulting in the loss of eligibility to continue competing or receive any awards. Disqualification also implies immediate revocation of backstage access as mentioned in [Section 32: Penalties](#).
- 3.l. **Stage Safety:** Refers to regulations ensuring that no participant, audience member, or staff is endangered by actions, props, or materials during the contest, as outlined in [Section 12: Safety](#).

4. Contest Types

- 4.a. **Cosplay Contest:** A contest category where both the costume and performance are evaluated, with equal emphasis on each. Participants are required to present an act or skit in addition to showcasing their costume.
- 4.b. **Costume Contest:** A contest category that focuses exclusively on the craftsmanship, accuracy and quality of the costume. Participants will engage in a brief on-stage presentation, either through an interview or with the presenter providing information on their behalf.
- 4.c. **Catwalk:** A casual showcase where participants display their costumes on stage without a formal performance. When judging is involved, it is based on stage presence during a brief appearance. However, not all Catwalks include judging or prizes.
- 4.d. **International Preliminary:** A type of cosplay or costume contest where participants compete for the opportunity to represent their country in an international contest. This contest aims to select the best candidates to advance to global events. Specific requirements and judging criteria may vary according to the standards set by the respective international contests. Eligibility may include age and nationality based on the contest being represented.

5. Communication

- 5.a. **Email:** For all inquiries, including questions about contest rules, applications, or other contest-related matters, participants can contact BeCosplay via email at: core@becosplay.be. Participants should regularly monitor their email for important updates or notifications from BeCosplay.
- 5.b. **Website:** The application forms for the contests can be found at our official BeCosplay website: <https://www.becosplay.be/>.
- 5.c. **Linktree:** BeCosplay's central hub for all important links, including social media accounts and other resources, can be found at: https://linktr.ee/becosplay_belgium.
- 5.d. **Social media accounts:** BeCosplay uses various social media platforms to communicate important updates, including the availability of application forms, contest deadlines, and event day schedules. All social media accounts can be accessed via Linktree. Participants are encouraged to follow these accounts for real-time updates, reminders, and important announcements related to contests and events.

Chapter II: General Rules for All Contests

6. General Costume Rules

- 6.a. **Age-Appropriateness and Content Restrictions:** Costumes must be suitable for all age groups. Offensive content, nudity, and religious or discriminatory imagery or messaging are strictly prohibited.
- 6.b. **Skin Tone Alteration:** Altering skin tone to match a character's ethnicity is prohibited and will result in immediate disqualification.

7. General Showcase Rules

- 7.a. **Age-Appropriateness and Content Restrictions:** Performances must be suitable for all age groups. Offensive content, nudity, and religious or discriminatory imagery or messaging are strictly prohibited.

8. General Application Limitations

- 8.a. **Costume Requirement:** Participants must compete in the costume they submitted during the application process.
- 8.b. **Prop and Costume Safety Restrictions:** Props and Costumes must comply with the safety regulations provided in [Section 12: Safety](#).
- 8.c. **Staff and Judge Exclusion:** BeCosplay event staff, core team members, and members of the judging panel are ineligible to participate.
- 8.d. **Single Entry Rule:** Each participant may only enter once per individual contest.
- 8.e. **Participation with the Same Costume:** Participants may enter a costume into only one type of contest (Costume Contest, Catwalk, or Cosplay Contest) per event, regardless of whether the contests are held on the same or different days. A different costume must be worn for each contest the participant enters.
- 8.f. **Previous Award Restriction:** Costumes that have previously won awards at a BeCosplay-organised contest are not eligible for entry.

- 8.g. **International Contest Restriction:** Costumes that have previously won any International contest may not be used for competition.
- 8.h. **Event Access:** Approval for contest participation does not guarantee free access to the event.

9. Online Application Process

- 9.a. **Applicable Contests:** Online applications are required for the following contest types, as defined in [Section 4. Contest Types](#): Cosplay Contests, Costume Contests, and International Preliminaries.
- 9.b. **Application Availability:** Application forms are available on the BeCosplay website a few weeks prior to the event. The deadlines for submissions and announcements regarding the availability of forms will be posted via BeCosplay's social media channels.
- 9.c. **Application Confirmation:** After successful submission of the application, participants will receive an automatic confirmation email.
- 9.d. **Application Validation:** Applications are validated by BeCosplay within three days of submission on a first-come, first-served basis.
- 9.e. **Denial:** If an application is denied, an email will be sent with the reasons for rejection, and participants may reapply by submitting a new form.
- 9.f. **Approval and Waiting List:** Approved applicants will be notified via email. If placed on the waiting list, participants will be informed accordingly.
- 9.g. **Modification of Participation:** Participants wishing to modify their entry must re-submit their form, after which their initial submission will be automatically cancelled, and they will be placed at the bottom of the waiting list.
- 9.h. **Cancellation:** To cancel participation without modifying the application, participants must notify BeCosplay via email.
- 9.i. **Waiting List Procedure:** In the event that an approved application is cancelled, the first participant on the waiting list will be notified and given the opportunity to compete.
- 9.j. **Information Email:** Approved applicants will receive an information email containing important details about the event, including timetables, contest procedures, and any additional requirements. This email will be sent as the event date approaches. Participants are expected to adhere to the schedule provided. Failure to comply with the schedule without prior notice may result in penalties, as outlined in [Section 32: Penalties](#).

10. Reference Image Requirements

- 10.a. **Applicability:** These requirements apply to both the Cosplay Contest and the Costume Contest.
- 10.b. **Reference Image Submission:** Participants must submit reference images of the character or custom design during the application process. Refer to [Section 15. Cosplay Contest Applications](#) and [Section 19. Costume Contest Applications](#).
- 10.c. **Custom Design Creation Timeline:** For custom designs, reference images must be created before the costume is made and should provide an accurate representation of the character or costume to be portrayed.

- 10.d. **Front and Back Views:** Reference images must preferably include clear front and back views of the character. Participants are encouraged to include additional angles, such as side views, for complex costumes or intricate accessories, though this is not mandatory.
- 10.e. **Source of Reference Images:** Reference images should either originate from the official source material (e.g., video game, movie, comic) or, for custom designs, accurately reflect the final intended costume.
- 10.f. **Costume Photos Exclusion:** Images of the participant wearing the costume are not acceptable as reference images.
- 10.g. **Image File Limit:** Participants may submit a maximum of 4 image files per character to represent the costume details. All references must fit within these files.
- 10.h. **Image File Requirements:** JPEG or PNG format. Images must be of high quality.
- 10.i. **Application Validation and File Quality:** BeCosplay reserves the right to reject an application if the submitted reference images do not meet the required standards, such as poor resolution, unclear visuals, or non-representative images of the costume. Applications that fail to meet these standards will be invalidated as per the process outlined in [Section 9: Online Application Process](#). Participants will be notified and given the opportunity to resubmit corrected files.

11. Audio and Video Requirements

- 11.a. **Applicability:** These requirements apply to the Cosplay Contest.
- 11.b. **Submission of Performance Files:** Participants must submit audio or video files for their performance during the application process. Refer to [Section 15. Cosplay Contest Applications](#).
- 11.c. **Performance Time Limits:** Files must not exceed the performance time limit, as outlined in [Section 14: Cosplay Contest Showcase](#).
- 11.d. **Audio File Requirements:** MP3 format, maximum 100 MB.
- 11.e. **Video File Requirements:** MP4 format, maximum 100 MB, 1280x720 pixels minimum, 16:9 aspect ratio.
- 11.f. **Application Validation and File Quality:** BeCosplay reserves the right to reject an application if the submitted audio or video files are of insufficient quality, such as poor sound or video resolution, or if they are incompatible with the event's technical setup. Applications that fail to meet these standards will be invalidated as per the process outlined in [Section 9: Online Application Process](#). Participants will be notified and given the opportunity to resubmit corrected files.

12. Safety

- 12.a. **Prohibited Substances:** Pyrotechnics, sprays, gas, liquids, or any substances that could dirty the stage (e.g., glitter, confetti) are not allowed.
- 12.b. **Spray/Gas Exceptions:** Exceptions include helium balloons, small air tanks for pneumatic props, and fog machines, provided the liquid used does not exceed 4 ml.
- 12.c. **Breakable and Sharp Props:** Props that are breakable or have sharp edges are strictly prohibited.
- 12.d. **Prop Responsibility:** Participants are responsible for the safe handling of their props. Even non-lethal props can cause injury if used irresponsibly.

- 12.e. **Weapon Replicas:** Functional weapons and replicas are prohibited. However, non-functional replicas created by participants are allowed, provided they do not pose a safety hazard.
- 12.f. **Event Weapon Rules:** If the event has its own rules regarding weapons or props, the most restrictive rule will apply.
- 12.g. **Prop Validation:** All props and accessories will be inspected during the confirmation of presence to ensure compliance with safety regulations.
- 12.h. **Body Paint Usage:** Body paint is allowed, but painted body parts must not come into contact with the stage.
- 12.i. **Performance Safety:** BeCosplay reserves the right to stop any performance if it poses a safety risk.
- 12.j. **Stage Safety:** Participants must maintain a safe distance from the stage edge during performances.

Chapter III: Cosplay Contest Rules

13. Cosplay Contest Costumes

- 13.a. **Character Source:** Participants may portray characters from any form of media, including licensed content such as cartoons, video games, movies, series, comics, manga, anime, graphic novels, and more.
- 13.b. **Reference Image Submission:** Participants must submit reference images of the character or custom design during the application process. Refer to [Section 9: Online Application Process](#) on how to submit an application. Refer to [Section 10: Reference Image Requirements](#) for detailed requirements.
- 13.c. **Custom Designs and Fanart:** Custom designs and fanart are permitted, provided that participants submit reference images that comply with the requirements as part of the application form. Refer to [Section 9: Online Application Process](#) on how to submit an application. Refer to [Section 10: Reference Image Requirements](#) for detailed requirements.
- 13.d. **Handmade Requirement:** Costumes entered in the Cosplay Contest must be at least 60% handmade by the participant. The remaining 40% may consist of purchased or commissioned components.
- 13.e. **Permitted Purchased/Commissioned Parts:** Participants are allowed to purchase or commission certain elements, but these must not exceed 40% of the overall costume. Acceptable purchased items typically include:
 - Wigs
 - Shoes
 - Accessories or props
- 13.f. **Essential Costume Elements:** Major costume components such as armour, dresses, and intricate accessories should be predominantly self-made. If larger items like these are purchased or commissioned, they must be heavily modified or customised by the participant to count toward the handmade percentage.

- 13.g. **Disclosure Requirement:** Participants must declare all purchased or commissioned parts during judging. This includes 3D models, embroidery patterns, electronic kits, or other pre-made items. Failure to disclose any externally sourced components may result in penalties as described in [section 32: Penalties](#).
- 13.h. **Judges' Discretion:** If participants are unsure whether specific parts of their costume meet the 60% handmade requirement, they are encouraged to contact BeCosplay for clarification prior to the event. Judges will have final discretion in evaluating costumes and will assess both craftsmanship and adherence to the rules.
- 13.i. **Proof of Creation:** Participants must be able to provide proof of costume creation, such as work-in-progress pictures or videos, if requested by BeCosplay or judges.
- 13.j. **Group Costume Crafting:** In group entries, it is acceptable for one or more members of the group to have crafted costumes for the other participants. It is not required that all group members participate in the crafting process.
- 13.k. **Assistance from Others:** Help from friends or family is allowed, provided the majority of the costume is crafted by the participant. Any assistance must be declared during the judges' interview, or the participant risks penalties as described in [section 32: Penalties](#).

14. Cosplay Contest Showcase

- 14.a. **Showcase Format:** Participants are required to perform an act or skit as part of the contest.
- 14.b. **Time Limits;**
 - **Solo performances:** Up to 1 minute 30 seconds.
 - **Group performances:** Up to 3 minutes.
- 14.c. **Audio Requirements:** Participants must submit an audio file during the application process. Please refer to [Section 11: Audio and Video Requirements](#) for the specific requirements.
- 14.d. **Video Option:** Certain events may permit the use of a video file instead of an audio file. In this case, participants can choose which medium they prefer to submit, adhering to the requirements outlined in [Section 11: Audio and Video Requirements](#).
- 14.e. **Microphone Policy:** No microphones will be provided for participants.
- 14.f. **Prop Weight and Size Limits:** Stage props must not exceed 20 kg and must be manageable by no more than 2 individuals. Maximum dimensions are 200 x 200 x 200 cm.
- 14.g. **Prop Quantity Limit:** Each participant or group is allowed a maximum of 6 stage props.

15. Cosplay Contest Applications

- 15.a. **Submission of Applications:** Applications must be submitted via the official forms available on the BeCosplay website. For details on the application process, refer to [Section 9: Online Application Process](#).
- 15.b. **Group Representative:** The group representative is responsible for completing the application form on behalf of the group.

- 15.c. **Group Size:** Groups may consist of up to 5 participants. Larger groups require prior approval via email to BeCosplay.
- 15.d. **Participant Limit:** A maximum amount of valid applications will be accepted for each contest, including both individual participants and groups (each group counts as one application). Acceptance is on a first-come, first-served basis, with only valid applications counting toward this limit. BeCosplay reserves the right to adjust this limit at any time without prior notice.
- 15.e. **Waiting list:** Applications received after the participant limit has been reached will be placed on a waiting list and notified via email.
- 15.f. **Confirmation of Presence:** Approved applicants must confirm their presence at the BeCosplay stand on the day of the contest, in accordance with the timetable provided in the information email. Failure to confirm presence may result in penalties, as outlined in [Section 32: Penalties](#).
- 15.g. **Group Confirmation of Presence:** For group entries, all members of the group must confirm their presence together at the designated time.
- 15.h. **Eligibility:** Participants of all nationalities are welcome to participate.
- 15.i. **Minors' Participation:** Participants under the age of 18 must provide explicit parental consent. A parental consent form is available via Linktree, through the application form, or upon request via email.

16. Cosplay Contest Evaluation Criteria

- 16.a. **Evaluation Focus:** The contest is evaluated equally on Costume and Performance, with both elements carrying the same weight in the final evaluation.
- 16.b. **Costume Evaluation:** Judges assess the quality and accuracy of the cosplay based on the following criteria.
 - **Accuracy:** How closely the costume aligns with the character's design from the source material.
 - **Craftsmanship:** The level of skill demonstrated in the costume's construction, with emphasis on attention to detail, finishing touches, and overall neatness.
 - **Materials:** The appropriateness and effectiveness of the materials used in relation to the character's design.
 - **Technique:** The complexity and execution of techniques employed, such as armour building, fabric work, painting, and other methods.
- 16.c. **Performance Evaluation:** This evaluates the performer's portrayal of their character and the overall stage presentation.
 - **Stage Presence and Engagement:** The performer's confidence, engagement with the audience, and overall charisma.
 - **Narrative and Creativity:** The coherence of the storyline and the creativity in presentation, including unique or innovative interpretations.
 - **Choreography and Movement:** The coordination, fluidity and pacing of stage movement, complexity, and effectiveness of movements or combat choreography.

- **Use of Props and Integration with Media:** How well props and pre-recorded audio or video are incorporated into the performance. The quality of props and media is also considered.

Chapter IV: Costume Contest Rules

17. Costume Contest Costumes

- 17.a. **Character Source:** Participants may portray characters from any form of media, including licensed content such as cartoons, video games, movies, series, comics, manga, anime, graphic novels, and more.
- 17.b. **Reference Image Submission:** Participants must submit reference images of the character or custom design during the application process. Refer to [Section 9: Online Application Process](#) on how to submit an application. Refer to [Section 10: Reference Image Requirements](#) for detailed requirements.
- 17.c. **Custom Designs and Fanart:** Custom designs and fanart are permitted, provided that participants submit reference images that comply with the requirements as part of the application form. Refer to [Section 9: Online Application Process](#) on how to submit an application. Refer to [Section 10: Reference Image Requirements](#) for detailed requirements.
- 17.d. **Handmade Requirement:** Costumes entered in the Cosplay Contest must be at least 80% handmade by the participant. The remaining 20% may consist of purchased or commissioned components.
- 17.e. **Permitted Purchased/Commissioned Parts:** Participants are allowed to purchase or commission certain elements, but these must not exceed 20% of the overall costume. Acceptable purchased items typically include:
 - Wigs
 - Shoes
 - Small accessories or props (e.g., belts, jewellery)
- 17.f. **Major Costume Elements:** Large or essential costume elements such as dresses, complex armour pieces, or significant props must be crafted by the participant. Commissioned or purchased items that make up a large portion of the costume are not permitted.
- 17.g. **Disclosure Requirement:** Participants must declare all purchased or commissioned parts during judging. This includes 3D models, embroidery patterns, electronic kits, or other pre-made items. Failure to disclose any externally sourced components may result in penalties as described in [section 32: Penalties](#).
- 17.h. **Alterations:** If participants purchase items such as wigs, shoes, or accessories and then significantly alter them (e.g., dyeing, reshaping), these modifications will be counted toward the handmade percentage.
- 17.i. **Judges' Discretion:** If participants are unsure whether specific parts of their costume meet the 80% handmade requirement, they are encouraged to contact BeCosplay for clarification prior to the event. Judges will have final discretion in evaluating costumes and will assess both craftsmanship and adherence to the rules.
- 17.j. **Proof of Creation:** Participants must be able to provide proof of costume creation, such as work-in-progress pictures or videos, if requested by BeCosplay.

- 17.k. **Group Costume Crafting:** In group entries, it is acceptable for one or more members of the group to have crafted costumes for the other participants. It is not required that all group members participate in the crafting process.
- 17.l. **Assistance from Others:** Help from friends or family is allowed, provided the majority of the costume is crafted by the participant. Any assistance must be declared during the judges' interview, or the participant risks penalties as described in [section 32: Penalties](#).

18. Costume Contest Showcase

- 18.a. **Showcase Format:** Participants will walk the stage to showcase their costume.
- 18.b. **Pre-Showcase Discussion:** Before the showcase, the presenter will meet with the participant to discuss the content of the presentation, covering topics such as costume highlights, the crafting process, inspiration for the character, or challenges during creation. This discussion will inform the on-stage presentation described in Section 18.d.
- 18.c. **Presentation Options:** The presentation is a brief on-stage introduction and explanation of the costume.
- **Interview:** Participants may opt to be interviewed by the presenter on stage, where they will discuss elements of their costume and its creation.
 - **Alternative for Non-Speakers:** If the participant prefers not to speak, the presenter will introduce the participant and present information about the costume, including key details, on their behalf.
- 18.d. **Audio:** BeCosplay will provide background audio for the showcase. Participants are not allowed to submit or use their own audio during the stage presentation.

19. Costume Contest Applications

- 19.a. **Submission of Applications:** Applications must be submitted via the official forms available on the BeCosplay website. For details on the application process, refer to [Section 9: Online Application Process](#).
- 19.b. **Group Representative:** The group representative is responsible for completing the application form on behalf of the group.
- 19.c. **Group Size:** Groups may consist of up to 5 participants. Larger groups require prior approval via email to BeCosplay.
- 19.d. **Participant Limit:** A maximum amount of valid applications will be accepted for each contest, including both individual participants and groups (each group counts as one application). Acceptance is on a first-come, first-served basis, with only valid applications counting toward this limit. BeCosplay reserves the right to adjust this limit at any time without prior notice.
- 19.e. **Waiting list:** Applications received after the participant limit has been reached will be placed on a waiting list and notified via email.
- 19.f. **Confirmation of Presence:** Approved applicants must confirm their presence at the BeCosplay stand on the day of the contest, in accordance with the timetable provided in the information email. Failure to confirm presence may result in penalties, as outlined in [Section 32: Penalties](#).
- 19.g. **Group Confirmation of Presence:** For group entries, all members of the group must confirm their presence together at the designated time.

- 19.h. **Eligibility:** Participants of all nationalities are welcome to participate.
- 19.i. **Minors' Participation:** Participants under the age of 18 must provide explicit parental consent. A parental consent form is available via Linktree, through the application form, or upon request via email.

20. Costume Contest Evaluation Criteria

- 20.a. **Evaluation Focus:** The contest is judged solely on Costume quality and design.
- 20.b. **Costume Evaluation:** Judges assess the quality and accuracy of the cosplay based on the following criteria.
- **Accuracy:** How closely the costume aligns with the character's design from the source material.
 - **Craftsmanship:** The level of skill demonstrated in the costume's construction, with emphasis on attention to detail, finishing touches, and overall neatness.
 - **Materials:** The appropriateness and effectiveness of the materials used in relation to the character's design.
 - **Technique:** The complexity and execution of techniques employed, such as armour building, fabric work, painting, and other methods.

Chapter V: Catwalk Rules

21. Catwalk Costumes

- 21.a. **Character Source:** Participants may portray characters from any form of media, including licensed content such as cartoons, video games, movies, series, comics, manga, anime, graphic novels, and more.
- 21.b. **Custom Designs and Fanart:** Custom designs and fanart are allowed.
- 21.c. **Costume Crafting Flexibility:** Purchased, handmade, or customised costumes are all permitted. There are no specific craftsmanship requirements for costumes, allowing participants to showcase any type of cosplay.

22. Catwalk Showcase

- 22.a. **Showcase Format:** Participants will walk the stage to display their costume.
- 22.b. **Time Limit:** Up to 30 seconds. The presenter may ask participants to stop if they go over the time limit.
- 22.c. **Stage Presence:** Participants are encouraged to maintain a short and concise stage presence to ensure smooth flow of the catwalk.
- 22.d. **Audio:** BeCosplay will provide background audio for the showcase. Participants are not allowed to submit or use their own audio during the stage presentation.

23. Catwalk Applications

- 23.a. **On-Site Applications:** Applications for the Catwalk can only be made on the day of the event at the BeCosplay stand. Pre-event applications are not permitted.

- 23.b. **First-Come, First-Served:** Applications are accepted on a first-come, first-served basis.
- 23.c. **Participant Limit:** The number of participants will be limited based on the event's time slot, as determined by BeCosplay.
- 23.d. **Application deadline:** Applications will close once the participant limit is reached, or at a specific time set on the day of the contest.
- 23.e. **Group Size:** There is no set limit on the number of participants for groups in the Catwalk. However, BeCosplay reserves the right to impose limits on a case-by-case basis.
- 23.f. **Eligibility:** Participants of all nationalities are welcome to participate.
- 23.g. **Minors' Participation:** Participants under the age of 18 must provide explicit parental consent. A parental consent form is available via Linktree or upon request via email.

24. Catwalk Evaluation Criteria

- 24.a. **Overall Impact:** The contest is evaluated on the overall impact and lasting impression made on the judges and audience.
 - **Confidence and Stage Presence:** Evaluates how confident and composed the participant appears during the catwalk, as well as their overall stage presence.
 - **Costume Presentation:** Assesses how effectively the participant showcases their costume through poses, movements, and overall presentation.
 - **Engagement:** Measures how well the participant interacts with the audience, using poses, expressions, and other forms of non-verbal communication.

Chapter VI: International Preliminary Rules

25. International Preliminary Costumes

- 25.a. **Adherence to International Contest Rules:** Costume requirements for International Preliminary contests will follow the rules and regulations of the respective international contest.

26. International Preliminary Showcase

- 26.a. **Showcase Format:** Participants in International Preliminary contests must adhere to the showcase rules and regulations of the respective international contest.

27. International Preliminary Applications

- 27.a. **Submission of Applications:** Applications must be submitted via the official forms available on the BeCosplay website. For details on the application process, refer to [Section 9: Online Application Process](#).
- 27.b. **Group Representative:** The group representative is responsible for completing the application form on behalf of the group.
- 27.c. **Group Size:** The number of participants per group will be determined by the respective international contest's criteria.

- 27.d. **Participant Limit:** A maximum amount of valid applications will be accepted for each contest, including both individual participants and groups (each group counts as one application). Acceptance is on a first-come, first-served basis, with only valid applications counting toward this limit. BeCosplay reserves the right to adjust this limit at any time without prior notice.
- 27.e. **Waiting list:** Applications received after the participant limit has been reached will be placed on a waiting list and notified via email.
- 27.f. **Confirmation of Presence:** Approved applicants must confirm their presence at the BeCosplay stand on the day of the contest, in accordance with the timetable provided in the information email. Failure to confirm presence may result in penalties, as outlined in [Section 32: Penalties](#).
- 27.g. **Group Confirmation:** For group entries, all members of the group must confirm their presence together at the designated time.
- 27.h. **Nationality Requirements:** Nationality or residency requirements for participants are based on the rules of the international contest.
- 27.i. **Age Requirements:** Participants must be at least 18 years old to compete in International Preliminary contests.
- 27.j. **Additional Criteria:** Other eligibility criteria may be imposed by the respective international contests. International contests might have stricter requirements or additional documentation (such as proof of nationality or residence). BeCosplay is not responsible for the international regulations.

28. International Preliminary Evaluation Criteria

- 28.a. **Standardised Criteria:** The evaluation criteria for International Preliminary contests will follow the rules and judging criteria established by the respective international contest.

Chapter VII: Judging and Awards

29. Judging Panel

- 29.a. **Composition:** The official judging panel consists of 3 to 5 individuals per contest. BeCosplay reserves the right to modify the number of judges at any time without prior notice.
- 29.b. **Selection:** Judges are selected by BeCosplay and comprise qualified individuals with expertise in cosplay, costume design, performance, or related fields.
- 29.c. **Final Decision:** Winners are determined by the collective decision of the judging panel. All decisions made by the judges are final and cannot be contested.
- 29.d. **Feedback for Participants:** Participants may request constructive feedback from the judges after the competition. Feedback will highlight strengths and areas for improvement but will not affect the contest's final results. It is the participant's responsibility to request this feedback, as it will not be provided automatically.

30. Awards

- 30.a. **Award Categories:** Award categories are determined by BeCosplay and may vary depending on the contest and event.

- 30.b. **Announcement of Winners:** Winners will be announced on the day of the contest, during the award ceremony.
- 30.c. **Award Ceremony Timing:** The timing of the award ceremony will be communicated through official BeCosplay channels, such as event schedules or announcements.
- 30.d. **Catwalk Prizes:** Catwalk participants are not guaranteed prizes. Any awards for the catwalk showcase will be at the discretion of the organisers.

Chapter VIII: Backstage, Penalties and Media Rights

31. Backstage

- 31.a. **Access Rights:** Backstage access is limited to participants of the Cosplay Contest, Costume Contest, and International Preliminary on the day of their respective competition.
- 31.b. **Dressing Rooms:** Participants in the Cosplay Contest, Costume Contest, and International Preliminary will have access to dressing rooms on the day of their competition.
- 31.c. **Catwalk Participants:** Catwalk participants are only permitted backstage at a designated time, which will be communicated during the application process, usually shortly before the show.
- 31.d. **Accompaniment:** Participants may be accompanied backstage by:
 - **A legal guardian**, for participants under 16 years of age at the time of the competition.
 - **A caregiver**, for disabled participants who require assistance.

32. Penalties

- 32.a. **Rule Violation or Dishonesty:** Lying to judges or failing to comply with rules will result in disqualification and may lead to a ban from future BeCosplay contests.
- 32.b. **Disqualification and Access:** Disqualified participants will immediately lose their backstage access.
- 32.c. **Misconduct at the Event:** Participants found guilty of vandalism, theft, verbal or physical aggression, disorderly conduct, or criminal activity will be disqualified, banned from future contests, and subject to legal action if necessary.
- 32.d. **Organiser's Discretion:** BeCosplay reserves the right to disqualify or ban any participant from future contests at their discretion, without prior notice.

33. Media Rights

- 33.a. **Consent for Media Use:** By participating in BeCosplay contests, participants grant permission for their images and videos to be captured and used for promotional and marketing purposes, including on BeCosplay's official website, social media, and promotional materials.
- 33.b. **Compliance with Standards:** BeCosplay guarantees that all media captured will adhere to legal, ethical, and moral standards.