

EGX COSPLAY SHOWCASE RULES



GENERAL INFORMATION

Please send any queries by email to: cosplay@egx.net

The Showcase will take place on the Cosplay Central Stage on Saturday and Sunday. Participation in the Cosplay Showcase does not grant free entry to EGX, you must have a valid ticket to participate.

HOW TO ENTER

- Participants can register by completing the online form in advance. Applications will close when places are full or 3 days before the show, whichever comes first.
- Only one entry is permitted per person. If you enter as part of a group you cannot also enter as an individual.
- If capacity has not been reached we will accept sign ups on the day; on the day sign ups close at noon or when the places are full, whichever comes first. Please visit Cosplay Central as early as possible on the day you wish to participate to find out if any spaces are available.
- On the day of the Cosplay Showcase, you must check in at Cosplay Central by the time communicated by the Cosplay Team to confirm you are still taking part and check your details. If you wish for your costume(s) to be judged competitively, you will be allocated a time slot (a 15-20 minute window) to appear for pre-judging so the judges can assess your costume construction. All entries will present their costume or performance on the Main Stage in the Cosplay Showcase, which usually takes place at the end of day.

CRITERIA

COSTUME ELIGIBILITY

Juniors (11-15 years old) and Family entries (adults with children) can enter regardless of whether or not they made their own costume but they are not judged or eligible for prizing. The **maximum** group size is **six people**.

Cosplay is not limited to costumes from games - any pop culture costume is welcome.

Entrants aged 16 or over must wear a costume that meets the following criteria. ***There is no exception for people who do not wish to be judged:***

- All costumes must be made by the wearer or one of the group. A portion of the costume (such as leotard, tights and shoes) may be from purchased, finished goods, but the majority of the costume should have been constructed by the entrant: at least 70% should be their own work. Any customization work to bought wigs, props etc or should be the work of the entrant. If entrants have made heavy alterations and completely transformed a store-bought garment and wish to enter it into the Showcase, they must be able to explain how they have altered it and the processes that such an endeavour entailed.
- Commissioned and bought costumes, or costumes mostly made up of bought general clothing are not accepted for Costume Display entries even in a group with some eligible costumes.
- The costume should not exceed 2.5m/8ft in any one dimension, and the entrant should be able to safely move in the costume with limited assistance and the costume must not impede the entrants ability to get on and off stage. The Cosplay Team reserve the right to intervene should they believe a costume is not safe to participate on stage.
- All costumes should provide enough coverage to be worn in public and should be in good taste and appropriate for a family-friendly show and must not contain material that is violent, pornographic or otherwise obscene,

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illegal, or racially or morally offensive or endorse any form of hate or hate group. Further, no costume may include harmful or potentially harmful materials, including, but not limited to, water, cigarettes, flames, fireworks, silly string, or any other substance that can be fired, launched, or dripped. Additionally, each costume must comply with all laws including, but not limited to, those concerning copyright, plagiarism, trademark, defamation and invasion of privacy. Any costume which EGX determines to be in violation of the Criteria will be rejected as ineligible and disqualified from the Competition.

STAGE PRESENTATION

- Entries are allowed their own choice of music which should be sent by the deadline communicated by the Cosplay Team on acceptance. Music track must not contain any explicit language or content. It should be a minimum of 30 seconds long, music will be faded out as you leave the stage if the track is longer than 2 minutes.
- Entries may display their costume through a simple walk on and costume display or they may choose to create a performance. For Performances:
 - Microphones are not available for performances; any dialogue must be pre-recorded. We can only accept a single sound file.
 - The use of the screens for video is not available to participants and lighting effects (including dimming lights) are not possible.
 - Performances must be no longer than 2 minutes and content **must** be suitable for a family audience. No profanity is allowed on stage. If your source is an age restricted game, movie or series please consider the content of your performance carefully with a family audience in mind.
 - The Cosplay Team may be able to provide some simple items for use on stage, e.g. chairs. Anything that is unavailable must be supplied by the entrants and must be able to be set on stage and removed quickly.
 - We reserve the right to interrupt performances for safety reasons.

JUDGING & PRIZES

The competition is open to ages 16 and over. Participants may choose to only display their costume on stage and not to be judged if they do not wish to enter competitively.

Employees, staff, crew or guests of EGX, Gamer Network Limited or any group or associated company of Reed Exhibitions Limited and/or any of their immediate families, and persons connected with the Competition, e.g. prize sponsors or judges and their agents are not eligible to enter the showcase.

- For a costume to be judged competitively entrants must attend a pre-judging session as well as participating in the stage show. Any reference pictures or other supporting material, such as progress books or work in progress pictures, to be shown to the judges should be brought to that session by the entrant.
- Groups will be judged as a whole, and not just on the basis of the best or worst costumes. Prizes are awarded per entry, not per person in a group.
- Prizes will be awarded to the best entries as determined by the judges based on assessment of the costume's accuracy or design, the construction and the stage presentation. The judges may award up to 5 prizes depending on the size of the Showcase.
- **The judges' decision is FINAL**- Please respect the judges and the other participants by accepting their decisions.

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USE OF DATA: Each Participant's information will be collected and used by Gamer Network Limited in accordance with the Privacy Policy (the "Privacy Policy") posted on <https://privacy.reedexpo.com/en-us.html>, which is incorporated herein by this reference. By entering the Competition, each Participant agrees and acknowledges that he or she has read, understood and agrees to be bound by (i) these Official Rules; and (ii) the Privacy Policy, each as may be amended by Gamer Network Limited. All Participants are expected to review the Privacy Policy carefully before participating in the Competition and each Participant acknowledges that, in the event of a conflict or inconsistency between the terms of these Official Rules and the terms of the Privacy Policy, the terms of the Privacy Policy shall prevail, govern and control. In addition, Gamer Network Limited may engage third party entities to administer certain aspects of the Competition, including without limitation, the collection of Participant information. Notwithstanding anything to the contrary in the Privacy Policy, Gamer Network Limited may share Participant's information with third party entities to the extent needed to perform their duties and functions in connection with the Competition or otherwise in accordance with their own independent privacy practices.

PUBLICITY: Except where legally prohibited, participation in the Competition constitutes such Participant's grant of permission for Gamer Network Limited to use such Participant's name, voice, likeness, photograph, video, testimonials, biographical information, and/or statements made by Participant in all media now known or hereafter discovered, worldwide without additional notice, approval, or compensation and in perpetuity. Each winner's name may be included in a publicly available winners list.

LIMITATION ON LIABILITY; FORCE MAJEURE: Each Participant agrees that Gamer Network Limited shall not be responsible or liable for, and are hereby released from, any and all claims, costs, injuries, losses or damages of any kind, relating to any of the following: (a) incomplete, inaccurate, lost, late, misdirected or illegible entries, winner notifications, Prize claims, or Winner Forms or the failure to receive same due to any cause, including without limitation human or technical problems, failures, or malfunctions of any kind, whether originating with Participant, Gamer Network Limited, or otherwise, that may prevent or limit any Participant's ability to participate in the Competition or send or receive messages requiring action or response by such Participant; (b) any computer system, phone line, hardware, software or program malfunctions, or other errors, failures, hacks, unauthorized access, delayed computer transmissions or network connections in connection with the Competition; (c) any problems or technical malfunction of any network or lines, servers or providers, equipment or software, including any injury or damage to Participant or Participant's property resulting from participation in the Competition; (d) the awarding, acceptance, possession, use, misuse, loss or misdirection of any Prize or participation in any Prize related activities or any inability of any winner to accept a Prize for any reason; (e) any Participants who do not comply with or who violate the Official Rules or who have committed fraud or deception in participating in the Competition or in claiming a Prize; or (f) any delays or disruptions as a result of a Force Majeure (as defined herein).

Gamer Network Limited reserves the right to modify, suspend, extend or terminate the Competition or any part thereof if Gamer Network Limited determines, in its sole discretion, that the Competition is technically impaired or corrupted or that infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical problems, failures, malfunctions or other causes have destroyed, corrupted or undermined the administration, security, fairness, integrity or feasibility of the Competition or any portion thereof as contemplated herein. In the event Gamer Network Limited is prevented from continuing with the Competition or awarding any Prizes by any event beyond its control, including but not limited to fire, flood, epidemic, earthquake, explosion, labor dispute or strike, act of God or public enemy, satellite or equipment failure, riot or civil disturbance, terrorist threat or activity, war (declared or undeclared) or any federal state or local government law, order, or regulation, order of any court or jurisdiction, or other cause not reasonably within Gamer Network Limited's control (each a "Force Majeure" event or occurrence), Gamer Network Limited shall have the right to modify, suspend, extend or terminate the Competition at its sole discretion.

Although Gamer Network Limited shall attempt to ensure the integrity of the Competition, Gamer Network Limited is not responsible for the actions of Participants in connection with the Competition, including any Participant's attempt to circumvent the Official Rules or otherwise interfere with the administration, security, fairness, integrity, or proper conduct of the Competition. Gamer Network Limited reserves the right, in its sole discretion, to disqualify any Participant and/or revoke any Prize award to any Participant Gamer Network Limited finds to be (a) tampering with the entry process or the operation of the Competition, or with any website promoting the Competition; (b) acting in violation of the Official Rules; or (c) entering or attempting to enter the Competition through the use of any robotic or automated devices to submit entries.

In the event of any dispute arising, these Rules are to be interpreted in accordance with the laws of England and Wales.