

Sin City Anime Masquerade Rules

General Rules

- 1. Fill out the Cosplay Masquerade Application with all the requested information. Please complete as best as possible.** If you have your photos (see Registration Rules #5, Costume Rules #3) or audio ready (see Registration Rules #4, Performance Rules #8), please email them to cosplayeventsvegas@gmail.com.
 - a. Message header: “[Your Name] - Sin City Anime Masquerade Photos/Audio”
 - b. Body: Either include a link to download or directly attach the image and/or audio MP3 files to the email.
- 2. The Masquerade competition will take place on Day 2 of Sin City Anime (Saturday, November 19, 2022) in the Main Events room at 4:00 PM. Masquerade check-in, craftsmanship judging, and soundcheck takes place earlier that same day starting at 10:00 AM (or 9:00 AM if necessary). If your application is approved, you will be assigned a time slot for judging and soundcheck.**
3. Real weapons of any kind are NOT allowed. This includes airsoft guns, paintball guns, and steel weapons. Compliance with Sin City Anime Weapons Policy is expected. Participants violating this rule will be immediately disqualified, as well as any other repercussions for violating the Weapons Policy.
4. Your audio may contain any sound you deem necessary to express your performance. For Craftsmanship and Performance entrants, the audio should not exceed the maximum allowed stage time of 1.5 minutes for solo entrants or 3 minutes for groups. For walk-on Craftsmanship Only entrants, you may provide us an uncut music MP3 file which we will fade out before reaching your maximum allowed stage time of 1.5 minutes.
5. We require at least 2 photos per costume from any angle and at any stage of construction. This does not count as your Progress Photos when being considered for Craftsmanship awards. The photos are simply to prove that the cosplay exists or that work on it has begun.
6. Each entry may only appear on stage one time. Each person may only participate in one entry.
7. Each entry is limited to a maximum of 10 cosplayers per group. Aids, escorts, and stage-ninjas do not count towards the group maximum but should not outnumber the group. All participants must have a Sin City Anime badge.

Costume Rules

1. Costumes may be from any anime, manga, comic, graphic novel, video game, movie, or series. Crossovers and mixed genres are also permissible.
2. All costumes and props must be made by at least one member of the group to qualify for Craftsmanship judging. Found, salvaged, or heavily altered costumes and props can still be eligible for Craftsmanship judging.
3. **Judges will require Progress Photos of the costumes and props. Please email image files to cosplayeventsvegas@gmail.com by Saturday, November 12th (a week before the convention).**
4. All props must conform to standard Sin City Anime Weapons Policy in the Terms and Conditions. Limited exceptions can be provided in extreme cases such as large mechas, multi-person costumes or excessively large props.
5. Costumes should be self-contained and self-sufficient. Connections to electrical sockets will not be available. Some bulky costumes may require an aid for movement or sight, so please secure your own escort if this is indeed the case.
6. Costumes that have previously won awards from a major convention or costume contest are discouraged from entering, and applications may be denied at the discretion of the Masquerade Hosts and Organizers.

Performance Rules

1. All Masquerade content must comply with the Sin City Anime Terms and Conditions, Las Vegas ordinances, and should not exceed the PG-13 rating. In addition to these basic guidelines, swearing and depiction of sexual acts is forbidden. Bleeps or other forms of censoring are acceptable.
2. All Performances may not exceed the maximum allowed stage time of 1.5 minutes for solo entrants or 3 minutes for groups. The MC narration or introduction will not count towards the performance time.
3. Any presentations with stunts, extreme, or shocking performances must be approved by the Masquerade Hosts and Organizers before the event. Failure to do so may result in disqualification. Email cosplayeventsvegas@gmail.com for questions and concerns.
4. The use of flash powder, fireworks, lasers, electrical flashes, or smoke machines are prohibited unless cleared by the Masquerade Hosts and Organizers.

5. Do not leave debris on stage that cannot be quickly cleaned by stage hands in fewer than 10 seconds.
6. Direct interaction with the MC, Judges, or the audience is prohibited while on stage.
7. Microphones will not be provided on stage for contestants to use. Any audio must be pre-recorded. We ask that all entries with vocals in their performance have a recorded copy. The microphones are NOT for participant use.
8. **All audio files must be emailed to cosplayeventsvegas@gmail.com by Saturday, November 12th (a week before the convention).** We ask that these be in MP3 format.