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世界コスプレサミット 各国・地域代表規定

WORLD COSPLAY SUMMIT NATIONAL・REGIONAL REPRESENTATIVE REGULATIONS

1. 各国・地域の代表コスプレイヤーは2名1組とする。

One team of two cosplayers will represent each country or region.

2. 代表選考会への参加資格および参加制限

参加資格について

- a. 各国・地域の代表選考会に出場するためには、原則として、予選を開催する国・地域の国籍、市民権または永住権を有していることを証明する書類を、当該国・地域のオーガナイザーに提出する必要がある。
- b. 永住権の取得手続き中である場合でも、当該国・地域の制度に基づく在留資格を有していることを、オーガナイザーまたはそれに準ずる者が認めた場合に限り、その国・地域の代表として参加することができる。
- c. 出場ペアの2名ともが当該国・地域の国籍を取得していない場合は、事前に当該国・地域のオーガナイザーを通じてWCS事務局へ確認及び承諾を得ること。
- d. 国よりも地域としての特性が強い場合、または連合などの統合制度下にある場合は、本人が所属していると判断する国・地域の代表として参加することができる。

再参加・居住地域、国籍変更に関する制限、オーガナイザー経験者の参加制限

- a. 国・地域の代表として参加した場合、参加した年の翌年から2年間は、再び同一の国・地域の代表として参加することはできない。
- b. 代表として参加した後に、居住地域または国籍を変更した場合、前回代表として参加した年を含め5年間は、変更先の国・地域の代表として参加することはできない。
- c. 各国・地域において主たるオーガナイザー職を務めていた者が代表選考会に出場する場合は、当該オーガナイザー職を離れてから、少なくとも1年間の期間を空けることを必要とする。

参加資格に関する疑義や確認事項については、まず当該国・地域のオーガナイザーに問い合わせるものとする。そのうえで、世界コスプレサミット事務局による審査が必要と判断された場合は、その審査結果に従うものとする。

Eligibility and Participation Restrictions for Representative Selection

Eligibility Requirements

- a. In order to participate in a national or regional representative selection event, applicants are, in principle, required to submit documentation to the relevant country or region's organizer proving that they hold the nationality, citizenship, or permanent residency of the country or region hosting the preliminary event.
- b. Applicants who are in the process of obtaining permanent residency may also be permitted to participate as representatives of the relevant country or region, provided that the organizer or an equivalent authority confirms that they hold a valid residence status under the legal system



of that country or region.

c. If neither member of a participating team holds the nationality of the relevant country or region, prior confirmation and approval must be obtained from the World Cosplay Summit Executive Office through the relevant country or region's organizer.

d. In cases where regional affiliation is more relevant than national affiliation, or where participation is conducted under a unified system such as a confederation, applicants may participate as representatives of the country or region to which they reasonably determine they belong.

Restrictions on Re-participation, Change of Residency or Nationality, and Former Organizers

a. Anyone who has served as a national or regional representative cannot participate again as a representative of the same country or region for two (2) years following their participation.

b. Any individual who, after participating as a representative, changes their country or region of residence or nationality shall be ineligible to participate as a representative of the new country or region for five (5) years, including the year of their previous participation.

c. Any person who has served as a principal organizer must wait one (1) year after ceasing to hold that position before participating in a representative selection event.

If there are any questions or uncertainties about eligibility, inquiries should first be made to the organizer of the relevant country or region. If a review by the World Cosplay Summit Executive Office is then deemed necessary, the decision of the Executive Office must be followed.

3. 年齢が18歳以上であること。

- ・18歳未満の場合は、必ず保護者の許可を得ること。保護者の許可を得ることができ、一人での来日が可能ならば参加可。年齢制限は国・地域によって異なる場合がある。

Participants shall be aged 18 and over.

- ・If they are under 18, they must have the consent of a guardian. Participation is allowed only if the permission of a guardian is obtained, and they are able to come to Japan on their own. Age restrictions may vary from country to country.

4. 世界コスプレサミットの開催期間中に来日し参加ができること。

Participants shall be able to travel to Japan and participate in activities during the period of the World Cosplay Summit.

5. 代表は各国・地域の代表選考会の主催者にて独自の選定方法により決定することを認める。代表の変更が避けられない場合は各国・地域の代表選考会の主催者の判断によって、代表の資格を満たす者を代表として指定することができる。その際は必ずWCS事務局に代表としての資格を満たしていることを説明する必要がある。

The organizers of preliminary round events are granted the right to select the representatives by a method of their choice. In the event that a change of representatives cannot be avoided, the organizers of preliminary round events can appoint new representatives provided that they meet the requirements for participation. In such cases, the organizers of preliminary round events shall duly inform the WCS Executive Office of the change of representatives and the grounds for the selection of the new representatives.



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6. 「ワールドコスプレチャンピオンシップ」において、チーム内の2名が着用する衣装は、同一の日本発のマンガ、アニメ、ゲーム、または特撮作品に登場するキャラクターで統一すること。衣装は、原則として代表者本人による手作りとする。

ただし、以下の条件を満たすものとする。

- ・ 同人作品、アンソロジー作品を原作とするキャラクターは使用できない。
- ・ キャラクターは日本発の作品であること。日本で制作された作品であっても、登場キャラクターが海外作品(例:ディズニー、スター・ウォーズ等)に由来する場合は認められない。
- ・ 海外で創作・出版された小説や童話を原作とする場合でも、日本においてアニメ化・マンガ化・ゲーム化され、キャラクターデザインが日本で制作された作品であれば使用を認める。
- ・ 衣装制作は本人の手作りを基本とするが、一部について家族や友人の補助を受けることは可とする。
- ・ 舞台化作品や実写化作品の衣装は参考とすることはできるが、衣装審査は原作の設定を基準として行う。
- ・ チャンピオンシップ以外の期間中に行われる関連イベントで着用する衣装については、本人の手作りである必要はない。
- ・ 「ワールドコスプレチャンピオンシップ」、「表敬訪問」において着用する衣装は日本発の作品であることを必須とし、その他のイベント(パレード等)においては日本発以外の作品を着用しても差し支えない。

In the World Cosplay Championship, each team must wear costumes of characters from the same Japanese work (manga, anime, game, or tokusatsu). In principle, all costumes must be handmade by the representatives themselves.

However, the following conditions shall apply:

- ・ Characters originating from dōjinshi (fan-made works) or anthology works are not permitted.
- ・ Characters must be from Japanese works. Characters from non-Japanese franchises, such as Disney or Star Wars, are not allowed, even if they are made in Japan.
- ・ Even when the work is based on a novel or fairy tale created and published overseas, the use is permitted provided that it has been adapted into an anime, manga, or game in Japan, and that the character designs were created in Japan.
- ・ Costumes must be created primarily by the representatives themselves; limited assistance from family or friends is permitted.
- ・ You may use costumes from stage productions or live-action adaptations as references. However, costume judging will be based on the original source material.
- ・ Costumes worn at related events held outside the Championship period are not required to be handmade by the representatives.
- ・ Costumes for the World Cosplay Championship and official courtesy visits must originate from Japanese works. For other events (such as parades), non-Japanese works are permitted.

■ 代表の制約 / Conditions for representatives

1. 世界コスプレサミットの成功に対して積極的な協力をする。

Representatives shall cooperate in a positive manner in order to ensure the success of the World Cosplay Summit.

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2. 「世界コスプレサミット」の宣伝・広報のため、代表選考会映像、写真を媒体に使用（テレビ番組、ホームページ、新聞、雑誌など）することがある。その際に報酬は発生しない。

Media such as TV programs, internet sites, newspapers, magazines, etc., may use pictures of the representatives and images of the preliminary contests for the purpose of promoting the World Cosplay Summit. On these occasions, compensation will not be furnished.

3. 「世界コスプレサミット」に関連する番組及び各種媒体からの取材協力、紙媒体への宣伝活動、及びイベント等への出演など、「世界コスプレサミット」イベント期間中における一切の媒体露出の肖像権は「世界コスプレサミット事務局」に帰属する。

Image rights in all media exposure such as the news from TV programs and other assorted media involved with the World Cosplay Summit, promotional activities in the print media as well as events and performances, announcements of the World Cosplay Summit during the World Cosplay Summit event period, will be attributed to World Cosplay Summit Executive Committee.

4. 代表コスプレイヤーは、別途用意するフォームの内容を確認し、同意したうえで当該フォームを提出すること。

The representative cosplayers shall read the separate forms thoroughly and return them filled out upon agreement.

■ 代表の権利 / Rights of representatives

1. 「世界コスプレサミット」の過去代表として名乗ることや今後、事務局にて管理する過去代表グループ (WCSアルムナイ) への参加、募集するプログラムへの参加を認める。

Representatives earn the right to be considered as past representatives (WCS alumni) in the World Cosplay Summit, being able to join the alumni group managed by the Executive Office and participate in programs addressed to them.

2. ワールドコスプレチャンピオンシップにおいて、以下の賞典を表彰する。受賞した場合、記念品に加え、スポンサーによる副賞がある場合は、それを後日郵送にて授与する。また、賞典は下記に記載以外のものを追加する場合がある。

The following prizes will be awarded in the World Cosplay Championship. In case the received award includes secondary prizes provided by sponsors in addition to the commemorative items, these will be sent by mail to the winners later. Also, there is the possibility that prizes other than those listed below shall be added.

総合得点

第1位(グランドチャンピオン): トロフィー、賞状、記念品

副賞 翌年開催予定の「ワールドコスプレチャンピオンシップ」のゲスト審査員及び渡航時の往復航空券

第2位: トロフィー、賞状、記念品

第3位: トロフィー、賞状、記念品

その他、特別賞(スポンサーによる副賞)を設ける。

・賞品の発送は当該年中を予定



Total score

1st place: Portuguese representative in WCS

■ 参加に際しての注意点 / Important points regarding participation

1. 競技・審査ルールを遵守するほか、自国・地域にて動画撮影・制作を行う際には、以下も配慮すること。

Besides respecting the Competition and Judging rules, the following points shall also be taken into consideration when shooting and producing video footage at the country or region of the participants.

撮影環境の保全に努めること。

自チームの私有地以外で撮影する場合、許可を取り無断で撮影を行わないこと。許可を受けたことの証明がある場合は情報を提供すること。

Representatives should make their best efforts to preserve the filming environment.

In the case of filming on premises other than the private property of the members of the team, filming cannot be done without obtaining the corresponding permissions and authorizations. In case evidence of the obtaining of such permissions exists, it shall be provided.

2. 競技・審査ルールにもある通り、危険行為や倫理的に問題のある内容は認めない。また、事前提出資料の提出期限を遵守すること。

As specified in the Competition and Judging rules, dangerous actions and ethically dubious content are prohibited. Additionally, the representatives must respect the deadlines for the submission of each of the deliverables.

3. 事務局に提出された衣装製作レポート・動画を含む全ての資料は、商業目的・非商業目的、編集データ、オリジナルデータを問わず事務局が自由に活用できる。

The Executive Office reserves the right to freely use the edited and original data of all the materials submitted to the Executive Office, including the costume construction reports and videos, for both commercial and non-commercial purposes.

2026年1月改定
世界コスプレサミット運営事務局

Updated January, 2026
The World Cosplay Summit Executive Office



Judging and Competition Rules

■ Judging criteria

Costume Judging (100 points) Points are awarded according to the following three criteria related to the production of the constituent elements that express the character (costumes, hand props, makeup, etc.):

* The differences of race, gender, or size of the cosplayers with respect to the original characters will not influence the judging of the degree of completeness of the costume proper.

- **Level of precision in the costumes (40 points)**

The costumes are evaluated by comparing the actual costumes with the design of the costumes in the original work.

If the actual costumes are completely identical to the costumes in the original work, the full points are awarded. If completely different, the lowest score of 0 points is given. In addition, in cases where there is an unknown part in a costume that appears in the original work, as long as the costume for judging is true to the spirit of the character and the atmosphere of the original work, design construction and choice of color are left up to the discretion of cosplayers, and differences between it and the image submitted of the costume in the original work will not affect scoring. (ie: In the black and white manga, it is not possible to know the correct color of costumes)

- **Costume Quality (40 points)**

The costumes are evaluated according to multiple factors, such as how well the costume is combined, how well it suits the contestant, how beautifully it is painted/sewn, etc.

- **Technique (20 points)**

Evaluation of costume-making skills.

Costumes that have been made by utilizing a variety of challenging techniques are scored more highly than those using a few basic skills. These criteria look more at the level of quality rather than the number of techniques employed.

If any special techniques or gimmicks to change the appearance or the structure of the costumes are employed,, the concepts will be evaluated here.



Stage Performance Judging (100 points)

Points are awarded for the on-stage performance according to the following four criteria:

- **Performance (50 points)**

Evaluation of aspects such as the quality and degree of accomplishment of the performance, the manner in which the story is conveyed, the usage of props, the respect to the original work, or the overall entertainment value.

- **Acting•Stage proficiency (20 points)**

Evaluation of the expressiveness on the stage, including aspects such as the degree of accomplishment of singing, dancing, or other active elements in the performance and how well-rehearsed they appear, the expressiveness of performers in scenes with simple or no action, or the delivery of dialogue.

- **Costume stage presence (20 points)**

Evaluation of the impression caused by the costumes on the stage, such as the values that are first perceived when the costume appears on stage. Aspects such as the use of gimmicks to change the appearance or the structure of the costumes during the performance are also taken into consideration.

- **X Factor (10 points)**

The additional evaluation of points that exceed expectations and results which are particularly moving or exciting, or of the realization of new ideas that had not been seen before in the competition.

■ About the Scoring

The total score is on a scale of 200 points (total of 1. Costume Judging and 2. Stage Performance Judging).

An average score is to be calculated from the score of the members of the jury, excluding the highest and the lowest scores, and the final classification is to be determined by the total combined score of Costume Judging and Stage Performance Judging.

Should the final score for the Costume Judging and Stage Performance Judging result in a tie, the ranking will be determined at the discretion of the stage judges.



■ Judging Method

Costume Judging

In the Costume Judging, each judge evaluates the excellence of the representative cosplayer's handmade costume creation technique, design, or overall atmosphere. The jury will assign a score based on half of the full score (50 points on a 100-point scale), with points added or subtracted. All the costumes used by the representatives on stage with the elements composing the character are to be evaluated and judged. The subject for judging is all the costumes (more than one is acceptable), make-up, wigs, and hand props. All the elements deemed indispensable to portray the character are considered a part of the costume and can be subject to judging. Elements not worn by the cosplayers but placed on the stage (objects to be used as assistance for the performance) cannot be subject to costume judging.

Judging shall be conducted only on the costumes and props that are actually used in the stage performance. Preparing separate costumes or props exclusively for judging purposes, different from those used on stage, is strictly prohibited.

Judging will take place based on the costume report in presentation format as outlined below:

- – Presentation by the participating team / 5 min.

While showing the actual costumes, together with costume report photos that show the production process, the team is to explain the features, quality, precision, and the techniques that have been applied to the costumes.

- – Q & A with the organizers / 2 min.

The judges will have an opportunity to ask questions about the presentation or costume report

- – Hands-on physical check by the organizers / 3 min.

The costumes will be examined by the judges at close proximity.

The above three steps will be carried out within a total of 10 minutes with each team.



Stage performance judging

In the stage judging, the judges evaluate the representative cosplayer's staging, expressiveness, creativity, entertainment value, and other overarching impressions through an on-stage performance of a maximum of 2:30 minutes. The jury will assign a score based on half of the full score (50 points on a 100-point scale), with points added or subtracted.

While contestants are free to select the content of their performance, they should leave the stage promptly after the conclusion of their performance unless otherwise advised. Actions that have the potential to dirty the stage or leave any residue or marks behind are prohibited, and contestants should act in accordance with the competition rules. The props left on the stage after the performance will be collected by the staff members, and neither the staff members or the WCS Executive Office shall be held liable for any damage caused to the props during collection. The period of about 40 seconds before the start of each performance is treated as change-over time. Performances that have stage props will have the props set (pre-set) by staff during this interval.

All items required by the representatives or necessary for the performance will be put on standby to the left of the stage. If the representatives appear on the stage from stage right, they are to cross the stage and cooperate in setting the items during the 40-second change-over time. It is not possible for anyone other than the two representatives to act as support during the performance.

The order of performances will be decided beforehand through a fair lottery with all teams. Once the order has been decided, it cannot be changed for any reason other than health reasons.



Costume Judging

All items that are judged should all be made by the 2 representatives themselves. A proportion of 75% or more of the items should be handmade, and the process and method of production shall be explained in the costume construction report. If friends or family members have assisted in the creation process, this should be clearly presented in the costume report. If it is determined that 25% or more of an item is not made by hand, the item will not be included in the judging. Shop-purchased items (commercial articles) that are included or used will not be eligible for judging.

In case that details are changed with respect to the original work, such as when adding parts for gimmicks, this must be clearly explained in the costume report.

3D Printing:

It is permitted to use fully automatic production tools that rely on data input, such as 3D printers or fabric printers. Aspects such as the modeling data, balance with the costume, finishing, paint, and coating or fitting/attachment to the representative are to be judged with the costume if it is part of the worn structure of a costume. Items which are hand props and not attached to the body of the representative will be judged separately as hand props.

Purchasing digital 3D models is allowed (like the purchasing of commercial sewing patterns) provided the original creator of the model is credited by the representatives. Representatives may utilize public places such as maker spaces and libraries for the use of 3D printers and are not required to own a 3D printer for their prints to be judged.

However, the items will only be judged on the steps the representatives themselves carry out. These steps are to be clearly outlined in the craftsmanship portfolio of the representatives and should clearly indicate which steps were taken to produce the final result. Items which have less process steps or are of low quality when they are finished will receive lower scores than items which follow multiple process steps and have high quality in their finishing.

Examples of these multiple steps include modeling/creation of the 3D print, printing/scaling and manipulation of materials used for the print, finishing, including connecting the seams of multiple printed pieces to create a larger piece, sanding, priming, painting, and the attachment of these items to the costume/body of the representative.

Cosplayers who create their own 3D files will need to show proof of their work (ie: a digital signature and/or screenshots of their process) and be able to explain their processes in their craftsmanship portfolio or in their craftsmanship presentation. Failure to acknowledge a purchased 3D print file or lying about the origin of 3D print files will be grounds to exclude the items from judging and they will receive no points.



Items which are purchased and printed/finished not by the representatives will be treated as 'purchased' items like pre-made swords or knives. There must be at least 50% alteration to a purchased item for it to be considered for craftsmanship judging. Items which are purchased and have little to no alteration work from the cosplayer will be excluded from craftsmanship judging entirely.

If an issue arises upon which it is difficult to make a decision regarding a representative's costume, it will be discussed and judged by the Rules Committee.

Stage Performance Judging

Items including costumes that are necessary for the performance are to follow the rules below: A maximum of 3 stage props are allowed. Each item should weigh under 10 kg and measure no more than 2,100 mm in height, 2,100 mm in width, and 900 mm in depth.

Furthermore, unique items that are used to hide the costumes or that include special features such as gimmicks or other mechanisms, must be clearly indicated in the performance sheet. Also, in case that stage props need to be connected, unfolded or manipulated likewise, such an adjustment must be carried out within the 2:30 minute limit for the stage judging.

- – Should one of the stage props exceed 10 kg in weight, Costume Judging points will be deducted as follows:
 - – 10.1 to 10.5 kg: 5 point deduction
 - – 10.6 to 11.0 kg : 10 point deduction
 - – Over 11.0 kg: an additional 5 point deduction for each 0.5 kg of excess weight
- – Should the stage prop exceed 15 kg, an unconditional score of 0 will apply to Costume Judging.
- – Should the size of one of the stage props exceed the maximum allowed dimensions for height, width, or depth, character judging points will be deducted as follows:
 - – 1 point deduction for every centimeter in excess of any of the maximum allowed dimensions for height, width or depth
 - – 1 point deduction for each centimeter in excess of the combined figure for the height, width or depth
- – For excess dimensions a total of 10 cm or more, an unconditional score of 0 will apply to Costume Judging

Items other than the stage props that need to be set on or at the side of the stage before the performance are to be set by the representatives. The setup should be possible within the stage changeover time (40 seconds), and the total weight of costumes and props should not exceed 40 kg.

- – Should the total weight exceed 40 kg, Costume judging points will be deducted as follows:
 - – 40.1 – 41.0 kg: 5 point deduction
 - – 41.1 – 42.0 kg: 10 point deduction
- – For total weight over 42.0 kg: 10 point deduction for every kilogram in excess
- – For an excess weight of 10kg or more, an automatic score of 0 will apply to Costume Judging



Weapons such as shop-purchased imitation swords, katana, or similar items are prohibited. If WCS considers an item to be dangerous, for such reasons as the possibility that it can be dropped and/or cause injury to the audience during the performance, its use may be prohibited. The use of official illustrations or logos from WCS or official logos and images from other original works on items required for the performance is prohibited.

Rules for the use of background music and videos are as follows:

Music used in the video must be played or sequenced by the representatives if it is music that would otherwise be subject to rights management by JASRAC, or it must be copyright-free music and sound clips. Organizers should confirm that no sound sources used in the representative's video incur copyright infringement.

Background videos may be projected on the screen set up on the stage. As the use of such videos is intended to assist with the stage and enhance the scope of the stage production, points will not be awarded for the quality of the background video.

In addition to the above points, background videos are to be produced in accordance with the following points:

- – **Standard backgrounds:** backgrounds that augment the stage atmosphere. i.e.: landscapes, groups of buildings, interiors. Permitted production methods: live-action video, drawn illustrations, computer graphics, dioramas, etc.
- – **Special effects:** Explosion, energy, or light effects that coordinate with movements of the cosplayers on stage. Permitted production methods: live-action video, drawn illustrations, computer graphics, dioramas, etc.

The dialogues in the performance are to be displayed with subtitles in English. The display of the subtitles is to be arranged by the team.

The video data must be submitted with a resolution of 1080p (1920×1080 pixels), a screen aspect ratio of 16:9, and in MOV or MP4 file format.

Additional rules regarding special effects and further considerations:

Performing in the audience area or outside of the stage is prohibited.

Using the following materials is not allowed.

- Powder, small metallic confetti (lamé)
- Fire (Smoke)
- Water (Liquids)
- Paper confetti smaller than 2 cm (includes flower petals and feathers to scatter on stage)
- * Paper confetti bigger than 2 cm can be used up to a total of 100 pieces.
- Crackers that use gunpowder

* Crackers that do not use gunpowder can be used. However, the paper confetti expelled from the cracker must be larger than 2cm, as stipulated above.



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WCS will stop the use of any material that it deems dangerous or a hindrance to further change-over of the stage. When planning any special stage effects please consult with WCS in advance. Only equipment that has been approved by WCS can be used for special effects. (i.e. items that produce a smell, make an explosive sound, emit strong light, etc.)

Please consult with the WCS in advance if you wish to use laser lights.

Performers are not allowed to use any other external power source, such as the plugs, at the venue. All power must come from built-in batteries only.

■ Other matters

Only two representatives of each team and one designated helper are permitted to enter the backstage area.

*The designated helper for each team must be appointed by the application prior to the event.

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