

# INTERNATIONAL COSPLAY LEAGUE (ICL) – RULEBOOK 2026

General rules applied to duo and solo categories.



INTERNATIONAL  
COSPLAY LEAGUE

**IMPORTANT NOTICE!** Please be aware that the ICL 2026 Finals have been postponed.  
For more info, please visit: <https://icl.japanweekend.com/update/>

## GENERAL RULES

1. All contestants must be over 18 years old by the date of the ICL finals and must have either the nationality or permanent residence of the country they intend to represent.
2. A cosplayer who has represented a different country in any international selection or competition (such as WCS, CWM, ECG, MICM, PGEC, GICOF, E2C, etc.) cannot represent a new country until five years have passed since the last representation. For example, a cosplayer with French nationality and Italian permanent residence who represented France at WCS 2022 cannot represent Italy in ICL until 2027.
3. Once a cosplayer has represented a country at ICL, they cannot represent a different country in future editions, regardless of other competition participation. Each contestant must choose one country to represent in ICL, and that choice will remain fixed for as long as the competition exists.
4. All contestants must be ready for costume pre-judging. The order of pre-judging will be determined before the event and a schedule will be given to contestants. Participants must be ready 30 minutes before their scheduled turn. Pre-judging must respect the assigned order; contestants will not be evaluated earlier or later than their designated time.
5. Costumes must originate from an official, commercial source and must have an official reference image showing the full design (comic, manga, books, cartoons, anime, movies, TV-movies, musicals, video games). Fan art-based designs are not permitted. Flesh and bone characters are permitted if they are from official works of fiction or biopics. The only non-official designs allowed are Sakizô and Hannah Alexander illustrations. Genderswaps and gijinka are not permitted from any source unless the design is officially licensed.
6. Independent web series, personal projects, beta versions of games, or unpublished works do not qualify as official sources, even if they have been publicly announced or previewed. Only commercial works that have been

officially released and distributed by an external publisher, platform, or company by the date of the finals will be accepted. Self-published content or independently released material without external commercial distribution will not be considered valid sources.

7. Designs featured on merchandising (such as posters, dolls, and artbooks) are allowed if the original source is listed above and if the design is officially approved and commercialized by the original creators.
8. Customizable characters are not allowed unless an official, default design exists and is strictly followed. If multiple official designs are available, the contestant must clearly specify which official version is being portrayed. Skins of the same character are allowed if those can't be edited by the cosplayer.
9. Cosplayers must be able to provide a full reference image showing the entire costume. Collages are permitted if all images clearly belong to the same official design. Exceptions may apply in the duo category if needed for storyline purposes and approved by ICL. **References for the preliminary event at aniMUC 2026 must be submitted as one (1) single PDF file. Other file formats or multiple files will not be accepted!**
10. Characters must be from sources that have been officially released by the date of the ICL finals. Cosplays based solely on trailers, leaks, previews, or unpublished media are not permitted.
11. Costumes that have previously won international qualifying rounds or have represented their country in international competitions such as WCS, CWM, ECG, MICM, PGEC, GICOF, E2C, and others cannot compete in ICL. Costumes worn by runner-ups in national selections are allowed, but the performance must be altered for ICL. **Costumes that have been entered into the preliminary event at aniMUC 2026 can't be entered into any other cosplay competition at aniMUC 2026.**
12. The costume chosen for the ICL finals cannot be used in any other competition before the finals. It is allowed to post work-in-progress updates and photos of the finished costume online, and the costume does not have to be kept confidential.
13. Contestants are allowed to use the same costume for both the national selection and the finals if it complies with all the rules. However, in the case of a tie, the jury may favor contestants who create a new costume for the finals.
14. ICL will take place on stage. If a costume is not suitable for the stage, either due to size or structure, the contestant will be disqualified.
15. It is forbidden to jump off the stage towards the audience or jury. Contestants violating this rule will be disqualified.
16. Costumes and stage props must be fully finished before arrival at the event. It is forbidden to finish costumes or props during activities at Japan Weekend or during the competition. Minor repairs are allowed if something breaks, but no major construction will be permitted. Failure to comply will result in the removal of craftsmanship points.

17. Effects of fire, sparks, smoke machines, gunpowder-based effects, and laser lights are strictly forbidden. Contestants may not throw objects into the audience, dirty or damage the stage, or bring liquids, glass, or animals onto the stage.
18. Real weapons are strictly forbidden. Imitation firearms must include the required red safety cap. **For attending the preliminary event at aniMUC 2026 the rules and regulations set in place by aniMUC apply.**
19. Offensive costumes or make-up are prohibited. Contestants must respect the cultural diversity of the competition.
20. Contestants must comply with all instructions given by the organization. Misconduct before, during, or after the event may lead to immediate disqualification and future bans from ICL.
21. Previous organizers of local ICL selections are not allowed to compete. Cosplayers who will organize future ICL events are not permitted to compete unless specifically approved by ICL.
22. Contestants selected for the postponed 2026 finals cannot act as judges in any selection rounds for the same edition.
23. Japan Weekend and ICL reserve the right to use photographs and videos from the event without financial compensation to participants or photographers. These materials may be used by third parties for promotional purposes.
24. These rules may be subject to modification until the day of the contest, depending on organizational needs. Participation in the contest implies acceptance of these rules.
25. Japan Weekend and International Cosplay League reserve the right to modify, postpone, or cancel parts of the event due to circumstances beyond their control, including but not limited to safety concerns, government regulations, or force majeure events. Contestants will be informed as early as possible in case any changes occur.

## JURY

1. The jury is not allowed to follow the process of the creation of costumes through social media. In case a jury member views any contestant's work online, they must disregard that information and only judge based on what is presented during pre-judging and through the official WIP booklet.
2. An online WIP booklet will be required. A template will be provided to the contestants at least two weeks before the deadline. Costumes must be completed roughly a month before the finals to properly fill the WIP booklet. Minor adjustments and finishing details are allowed after this deadline until the date of the finals, but any modifications must be consulted with and approved by ICL beforehand.
3. Once submitted, the WIP booklet cannot be modified or updated. No additional content will be accepted after the deadline mentioned in 2. An online pre-judging of the WIP booklets will take place before the event, where the jury will

carefully review all booklets to appreciate the details and save time during the on-site evaluation. Any unauthorized delays or changes will result in deductions in the craftsmanship score.

4. The jury will not debate or comment on participants before or after the contest. If a participant approaches a jury member to discuss the current competition, the organization must be informed immediately, and necessary measures will be taken. However, if a participant seeks advice for future competitions, judges may give general advice without referring to the current contest or its results. **Pertaining to the ICL preliminaries held at aniMUC 2026: Participants are not allowed to approach the jury at any point for feedback. Should participants desire feedback regarding their costumes or performance, then they must communicate this with the organizers of the ICL prelims at aniMUC 2026, who will deal with this request to the best of their abilities. No guarantee can or will be made that feedback will be shared with any participants regardless. Failure to follow this rule might lead to disqualification.**

## CRAFTSMANSHIP

1. The quality of the costume will be evaluated as a whole; isolated high-quality parts will not compensate for lower-quality sections. Costumes must have a consistent level of craftsmanship throughout all elements.
2. The diversity of methods and materials used will be positively valued, as long as they contribute to a better final result. The jury will judge the costume based on the final quality rather than the level of personal challenge or experience of the contestant.
3. Patterning must be done by the contestant. It is allowed to modify existing patterns, but using store-bought or commissioned patterns without significant modifications will result in point deductions in the craftsmanship score.
4. Manual sewing or embroidery will not be valued higher than machine techniques if the result is visibly inferior. If two elements have the same quality, the jury will positively value the method that required greater effort and skill.
5. The use of embroidery machines is allowed only if the embroidery files are designed by the contestant. The use of 3D printers is permitted only if the 3D models are created by the contestant. Modifications of pre-existing 3D models must be significant and clearly demonstrated in the WIP booklet.
6. It is permitted to use commissioned or store-bought patterns, embroidery files, or 3D files if, without any significant modifications, they constitute no more than 10% of the total costume for solo entries, and no more than 20% for duo entries. The percentage refers exclusively to parts and files that have not been designed or substantially modified by the contestant.
7. The costume must be handmade by the contestant. Only 10% of the total (for solos) or 20% (for duos) of the costume may be prefabricated or modified ready-made parts, as stated above.

8. The selection of materials appropriate to the character's historical or fictional time period will be positively valued. For example, if a character is from the Middle Ages, the choice of fabric should reflect that era. Choosing an obviously anachronistic material will lead to point deductions.
9. Costumes will be evaluated in direct comparison to the official reference image. However, the jury will not consider the physical appearance, body type, or gender of the contestant when judging resemblance to the character.
10. Make-up and wig styling will be evaluated and must be completed by the contestant. Any visible lack of preparation in these elements will negatively impact the craftsmanship score.
11. It should be noted that a simple costume with neat and excellent craftsmanship will score higher than a complex costume with poor execution.
12. The WIP booklet must clearly demonstrate the contestant's work on the costume, including patterning, material selection, construction methods, and detailed photos of the creation process. Failure to properly present the work in the WIP booklet may negatively impact the craftsmanship score, especially considering that the jury will conduct a detailed pre-judging of the WIP booklets before the finals. If inconsistencies between the WIP booklet and the actual costume are detected (such as suspicious parts not matching the work shown), the organization reserves the right to request additional clarification or apply point deductions. Incomplete WIP booklets, missing critical costume construction information, or significant deviations from the submitted plans can result in deductions in the craftsmanship score.

## RULES APPLIED EXCLUSIVELY TO SOLO CATEGORY

1. Cosplays will only be judged for their craftsmanship quality and resemblance to the official reference image. Acting and performance will not be scored, although acting during the catwalk is encouraged to achieve better footage and presentation.
2. Costume changes during the catwalk are not permitted. Only one costume per contestant is allowed for the solo category.
3. Cosplayers will walk down the catwalk individually without any external assistance, unless a specific disability requires the presence of a helper. In such cases, the contestant must inform the organization in advance for approval. It is an individual category; no helpers or companions are allowed during the presentation unless previously authorized for accessibility reasons. During the catwalk, contestants must pose in different ways to showcase the costume from multiple angles.
4. Each contestant will have a minimum of 30 seconds and a maximum of 60 seconds on the catwalk. The music for the solo catwalk will be chosen and provided by ICL. Contestants cannot bring their own music, nor are they allowed to speak or sing during the catwalk. No microphones will be provided. **During the preliminary event at aniMUC 2026 participants will have a maximum of 30**

seconds on stage. The aniMUC contest organizers suggest that participants come up with 3 different posing variants to be used during the catwalk.

5. An interview with the solo contestant will be conducted while the duo category participants prepare their stage props on stage for their performance. Solo contestants must be prepared to answer simple questions in English or Spanish during this time. There will be no interview portion on stage during the preliminary event at aniMUC 2026.

## RULES APPLIED EXCLUSIVELY TO DUO CATEGORY

1. Each spot must be occupied by two cosplayers wearing costumes from the same source. For example, if the couple is cosplaying from the How to Train Your Dragon saga, it is not allowed for one contestant to cosplay a design from HTTYD 1 and the other from HTTYD 2; both costumes must be from the same movie.
2. The same rule is applied to costume changes during the performance unless it is necessary for the storyline, in which case it must be consulted and approved by ICL.
3. If the cosplay is based on merchandising, both costumes must come from the same collection or design line. If the selected character does not have a design in that collection, the contestant must either search for a different matching design within the same merchandise line or return to the original source material. It is not allowed for one cosplayer to represent the original source while the other represents a merchandise source.
4. Stage props, if used, do not need to be pre-judged, as they are part of the performance score. Stage props will not be evaluated during pre-judging under any circumstances, regardless of the level of effort, complexity, or quality of their construction. They will only be considered in the performance score during the stage presentation.
5. Stage props must be at least 50% made by the contestants. If any external help is received, it must be disclosed to the organization. If external help is hidden and later discovered, the duo will be immediately disqualified, and the violation will be noted for future competitions.
6. Cosplayers from the same duo are allowed to help each other with the creation of their costumes. Both cosplayers must contribute significantly, meaning each contestant must create at least 50% of one costume. One cosplayer cannot be responsible for the full creation of both costumes. For example, one cosplayer may complete half of their costume while the other creates their entire costume and contributes to half of the first, or one cosplayer can manage all armor parts while the other manages all sewing tasks.
7. Once a duo is selected, the composition of the team cannot be changed. Substituting one member of the duo is not permitted under any circumstances. In the event of a major issue that prevents one member from participating (such as force majeure, serious illness, or unforeseen emergencies), the situation must

be immediately communicated to the local organizer responsible for their selection. In such cases, the local organizer will evaluate the situation and propose a solution, which may include allowing the runner-up duo to attend or authorizing a modification of the original duo. Any proposed change must be consulted with and approved by ICL. No changes to the team composition will be valid without the express consent and authorization of ICL.

## PERFORMANCE AND ACTING

1. 40% of the final grading will be based on the costumes' craftsmanship quality and resemblance to the source material, and 60% will be based on the performance, acting, and staging.
2. The performance must last between 1 minute and 30 seconds (1:30 minutes) and 3 minutes (3:00 minutes). No exceptions will be made regarding these time limits.
3. The originality of the show and acting will be highly rated, as well as the body and facial expression:
  - ◆ When representing a scene that appears directly in the original source as it is performed, the originality will be lowly scored. Adaptations can be applied even if it's not true to the original source to gain originality in the performance score.
  - ◆ Body and face expression is an important aspect of the performance. Unless it's because the character lacks any, not having body or facial expression will be lowly scored.
4. Cosplayers may leave the stage temporarily during the performance if required by the storyline. However, if both members of the duo leave the stage simultaneously, their joint absence must not exceed 15 seconds under any circumstances. There is no limit to the number of temporary exits, provided each absence respects these conditions. If the performance includes an introductory video without any cosplayers on stage, the absence must also not exceed 15 seconds. The stage must not remain empty for more than 15 consecutive seconds at once.
5. Cosplayers must be present on stage for at least 80% of the total performance time, whether individually or together. Both members of the duo must be present on stage together for at least 50% of the total performance time. Exceptions may be granted if requested and approved by ICL.
6. Stage props must not block the jury's view of the performance. Contestants will be provided with a detailed stage and screen map before the event to assist in planning the staging. Blocking the screen will not cause a deduction unless it results in a visibly unaesthetic or confusing performance. [Details regarding screen measurements as well as video format required for the preliminary event at aniMUC 2026 can be found under rule 21.](#)

7. Cosplayers must avoid turning their backs to the audience unless it is required for storytelling purposes. Contestants must also remain on stage until the performance has concluded; leaving the stage will be considered definitive.
8. Contestants must direct and choreograph their own performances without external creative input.
9. No microphones will be provided. Any dialogues used during the performance must be pre-recorded and included in the submitted media.
10. For idol-themed performances (Love Live, Vocaloid, AKB0048, etc.), simple dancing or lipsyncing may not exceed 30 seconds in total. Performances based solely on choreography or singing will result in point deductions. Playbacks of general songs are allowed. As an example, a group of Love Live cannot dance and lip-sync during all the performance, but a cosplayer of Ursula from Little Mermaid can perform her song while she is acting.
11. Erotic, pornographic, or immoral acts are forbidden, as are behaviors that could disrupt the order of the competition or cause discomfort among the audience.
12. If dialogue is included, it must be cleanly recorded and free of background noise. Only English or Spanish will be accepted for the finals; subtitles will be added to the background screen by ICL. Songs may remain in their original language if translation is not appropriate. Poor pronunciation that makes the dialogue difficult to understand may result in the dialogue being disallowed. **For the preliminary event at aniMUC 2026 it is required that performances containing dialog are recorded in the English language to ensure the best possible comprehension for the Jury.**
13. External voice actors may be used for pre-recorded dialogue, provided the content is chosen or written by the contestants themselves.
14. It is allowed to use music, videos or dialogues from the original source.
15. Costume change is allowed: it must be from the same source, but the character can be different. Basing the performance solely on costume changes that don't follow the storyline will have a penalty in the performance score.
16. Only the two competitors are allowed to participate in the performance. Any helpers must leave the stage area before the performance begins.
17. Preparation time for stage props must not exceed 40 seconds. The performance will automatically begin once the solo interview has ended and the duo is introduced by the host. **Due to the exclusion of the interview portion in the solo category during the preliminary event at aniMUC 2026 (Solo Category Rule 5.), the performance start will be determined by the aniMUC contest organizer.**
18. Stage props must not exceed two meters in height individually. The combined total width of all stage props must not exceed four meters. If multiple large stage props are used, their combined width must not occupy more than half of the stage (not including the catwalk). Props may not be placed on the stairs, and only small props may be placed on the catwalk. If a stage prop is initially dismantled, folded, or compressed and then expands during the performance, the maximum dimensions allowed apply to the expanded size. Any stage prop

that exceeds the size limits once expanded will result in a penalty according to the rules. Stage props can't be placed in the stairs, and only small stage props can be placed in the catwalk. Stage props used during the preliminary event at aniMUC 2026 are required to be easy to carry, as they will need to be carried over steps and stairs as well as passing through standard sized doors. Since backstage space is very limited, prop can not be stored at any time previous to the event. Please consider these limitations in your planning!

19. Contestants are allowed to use between one and three large stage props, which must be placed by ICL staff, and between one and three small stage props, which must be placed by the contestants themselves. Only ICL staff and authorized helpers are allowed to assist with the setup of large stage props. Contestants must place their own small stage props during the preparation time. No unauthorized individuals may assist with stage setup. Each large prop must not weigh more than 10 kilograms, and each small prop must not weigh more than 3 kilograms.
20. If stage prop dimensions or weight limits are exceeded, the performance score will automatically be set to zero.
21. A background video is mandatory. It may consist of a static image or a fully produced video but must contribute to the visibility of the performance. Excessively flashy or bright videos are forbidden, as they can cause backlighting problems affecting audience and streaming visibility. Any video for the preliminary event at aniMUC 2026 must be sent in as MP4 and the file needs to be compressed to 720p or 1080p to ensure the best possible quality shown on screen. Other formats will not be accepted! The measurements of the video screen is 650 x 370 cm.

## RESPONSIBILITY OF THE CONTESTANTS

1. Cosplayers must be able to communicate with the ICL staff in either English or Spanish. If a contestant cannot communicate in one of these two languages, they must coordinate with their local organizer for assistance to ensure they fully understand the rulebook, deadlines, schedules, and event requirements. Not speaking the language will not be considered a valid excuse for failing to comply with any obligations. ICL is not responsible for providing interpreters for pre-judging sessions, interviews, or any official activities. Contestants who require translation assistance must arrange it independently, either by using their authorized helper or through prior agreement with their local organizer. Contestants with specific communication disabilities, including but not limited to deafness or hearing impairments, are allowed to bring an authorized helper to assist them during official activities, provided this is communicated in advance to ICL.
2. The contestant must participate in the International Cosplay League finals at Japan Weekend Madrid. If a contestant cancels their participation for any reason, they must reimburse the organization for the full cost of the booked

flights. In the event of a serious issue or force majeure situation preventing participation, the contestant must immediately communicate the problem to their local organizer. Any cancellation, replacement, or modification must then be consulted with and formally approved by ICL. No decisions regarding participation can be made solely by the contestant without authorization.

3. Contestants must be present and available for all activities organized by Japan Weekend before, during, and after the competition. Attendance is mandatory. If a contestant is absent during these mandatory days, compensation will be required to cover the costs of booked activities.
4. Contestants must strictly follow the event schedule. Delays or repeated absences from official activities may result in penalties affecting their final score or participation rights.
5. The contestant agrees to relinquish all image rights without any financial compensation for the use of photographs, videos, and recordings taken during the activities, for both promotional and commercial purposes related to Japan Weekend and the International Cosplay League.
6. All selected contestants will be added to a communication group where all official announcements and schedules will be posted. It is the responsibility of each contestant to stay informed through this channel.
7. Contestants must respect all deadlines provided by ICL. Failure to submit required documentation, videos, media, or information on time will result in penalties applied to either the costume or performance score, depending on the nature of the delayed material.
8. Any misconduct during the convention, in online behavior, or in relation to the competition organization will result in immediate disqualification from the event and a ban from participating in future International Cosplay League selections. The misconduct will also be communicated to the national or regional organization responsible for the contestant's original qualification.
9. Contestants are strictly forbidden from disclosing confidential internal information or documents about the organization of Japan Weekend or International Cosplay League. Contestants may share general information about activities, schedules, and public-facing elements of the event, but not sensitive or internal details.
10. Contestants selected or attending the finals of ICL 2026 (moved to 2027) are not allowed to enter the ICL selections of the following year in the same category. If a contestant has been selected two times to represent their country, regardless of the category, they must wait three years after their last participation before they are eligible to enter the competition again. For example, if a contestant was selected in 2018 and 2022, they will not be able to compete again until 2026. If a contestant wins first place during the finals, they must wait five years before participating again in the same category. A first-place winner may participate in a different category after three years. If a

contestant wins second or third place during the finals, they must wait one year before entering selections again, regardless of the category.

11. For the ICL finals, the organizations will cover the following expenses for each contestant:
  - ◆ A round-trip flight from the contestant's city of origin to Madrid, including at least one checked-in piece of luggage per person.
  - ◆ Hotel accommodations from Thursday to Sunday.
  - ◆ Dinner on Thursday, three meals on Friday and Saturday, breakfast and lunch on Sunday.
  - ◆ Transportation for all official ICL activities.
  - ◆ Passes for the convention, backstage, and green room areas.
12. Helpers (handlers) are allowed and will receive passes for the convention, backstage, and green room. Lunch will be provided for helpers on Saturday and Sunday. Helpers may attend certain activities at their own expense, and additional information about these opportunities will be provided closer to the finals. Helpers are allowed to stay in the same hotel room as the contestants at no additional charge.
13. Contestants and helpers are not allowed to act on behalf of any organization or company during official activities.
14. Organizers from the contestant's country of origin are not allowed to attend ICL activities or meals unless they are officially listed as helpers for a contestant. They will be provided with a convention pass only. The decision of who acts as a helper belongs entirely to the contestant, and ICL will not interfere.
15. Contestants and helpers must return to their country of origin after the event.
16. Any illegal activity will be reported to the appropriate authorities.

## ONLINE SELECTIONS

1. The rules previously written in this rulebook apply equally to the online selections, as the costume presented for online evaluation must be the same one that will be used for the ICL finals.
2. Only cosplayers who do not have an ICL selection in the country or region they are representing will be allowed to enter the online selections. If a selection is organized locally, contestants must participate there and are not eligible for the online selection process.
3. Cosplayers who have previously won an online selection must wait one year after their last representation before entering again, even if they wish to change categories. Contestants who were not selected in past online selections are allowed to submit the same costume again.
4. Costumes must be at least 70% finished at the time of submission and must be wearable and functional.
5. For the submission, ICL will require the following materials through a Drive link that will be sent via the official registration form:

- ◆ A valid passport, national ID card, or proof of permanent residence for the country being represented. Only the name, surname, and country must be visible. Deadnames may be censored during submission but will be required for flight booking. Personal information will remain confidential.
- ◆ A WIP booklet (Work In Progress booklet) in PDF format, including detailed photographs and explanations of the costume creation process.
- ◆ A non-edited video showcasing the costume in detail. The cosplayer must wear the costume and move on camera to demonstrate how it fits and adapts to their body.
- ◆ At least twenty images showing the different parts of the costume, including all key elements such as wig, shoes, props, and accessories.
- ◆ Photos of the completed costume worn by the cosplayer. Make-up is not required unless it is an essential part of the character's design.

For duo entries, the following additional materials are required:

- ◆ A video recording of the performance representing the skit that would be presented at the finals. The video must clearly show the contestants performing together.
  - ◆ The background video and audio to be used for the skit must also be submitted. Minor adjustments for the finals may be allowed, but no major changes will be permitted after selection.
6. If a duo has previously performed the same skit at another event, they are allowed to submit a video recording of that performance as part of the selection process. However, an updated video fully adapting to the ICL rules must also be provided. ICL must be able to evaluate the final version of the performance intended for the finals.
  7. Failure to submit all required materials will result in disqualification from the online selection process.
  8. Submissions must be of sufficient quality for evaluation. Videos must be steady, clear, and show all costume details. Poor-quality submissions may negatively impact the evaluation and final decision.
  9. Once the online selection deadline has passed, no additional files, corrections, or updates will be accepted. Only the files submitted before the deadline will be evaluated.
  10. Contestants selected through the online selections must use the costume and performance submitted during the selection. Only minor improvements and fixes will be allowed, and any modifications must be approved in advance by ICL. Major changes to the costume or performance after selection are not permitted.
  11. One solo and one duo will be selected from the online submissions. Both members of a selected duo must represent the same country. However, it is possible for the selected solo and duo to represent different countries. For example, ICL may select a solo from Brazil and a duo from Peru.

12. Please consult the official communication channels of ICL for the online selections held for the finale in 2027.

**Questions regarding the online selections must be directed to the official email address: [cosplay@japanweekend.com](mailto:cosplay@japanweekend.com)**

*Please note that we will not answer questions that are clearly explained in the rulebook, and we will not provide updates on the status of submitted applications during the evaluation process.*