

Clothing and Costume Policies

Sekaicon invites you to wear costumes and your favorite anime gear around the con. Please observe the following policies regarding clothing and props. These rules apply to all attendees, whether or not you are wearing a costume. Failure to comply with any of the following rules can result in your badge being confiscated.

General Clothing and Appearance Policy

1. Costumes and attire must be street-legal and suitable for all audiences, as Sekaicon is an all-ages convention.
 1. Your costume must cover, at minimum, as much as a modest bathing suit. Breasts, buttocks, and genitalia must be covered. If your costume calls for a thong, Speedo-cut, pasties or other below-minimum-coverage elements, please wear a bodysuit beneath it.
 2. Morphsuits or other skintight, unitard-type outfits require undergarments and should not be worn with nothing underneath.
 3. No one will be permitted to be topless in the convention area. Nipples may not be visible through the costume.
 4. Liquid latex/body paint is not considered clothing.
2. Clothing that displays messages or images deemed to be inappropriate or offensive by convention volunteers and/or staff in line with our harassment policy will not be permitted.
 1. This includes, but is not limited to, explicit language, sexually suggestive or racially offensive material. (i.e. "Ahegao", hate symbols, obscene gestures)
 2. Convention volunteers and staff reserve the right to ask attendees to change or cover offensive clothing.
3. Appropriate footwear is required at all times in the hotel and convention area. If your costume calls for bare feet, you may wear flip-flops or ballet slippers, but the soles of your feet must not come in contact with the floor.
4. Wheeled footwear (i.e rollerblades, heelys) cannot be worn or used in the convention area.

Weapons Policy

1. All weapons must be inspected and approved by Public Safety prior to being carried or displayed in public areas. If you are found to be in violation of this policy, you can be asked to take it back to your hotel room or vehicle. If there are continued violations with the same prop, we can confiscate your weapon and you can be removed from the venue.

2. Projectile weapons are banned.
3. Artificial and replica weapons will be permitted, pending inspection by Public Safety.
 1. They must have no clips or moving parts
 2. They must have a non-removable orange safety tip
4. Rules pertaining to commercial weapon replicas and live-steel items purchased in the dealer room:
 1. Weapons must remain peace-bonded/wrapped at all times.
 2. Weapons must be taken directly to your hotel room or car after purchase. They may not be carried around the venue.
 3. If you are seen carrying a non-compliant weapon in convention areas, it will be confiscated and held by Public Safety until the end of the convention.
5. Props made of metal may be used during the Masquerade, but will require examination by Public Safety staff. Public Safety has final determination on whether a prop will be permitted into the Masquerade. Metal props are not permitted on the event floor, pursuant to the guidelines above.
 1. Props of this kind for the Masquerade may be checked in and held with Public Safety until showtime.

Props & Accessories Policy

1. If convention volunteers and/or staff believe that your prop and/or accessory poses a risk to others, you must remove the item from public areas, or it may be confiscated.
2. Do not bring or use noisemakers. This includes vuvuzela horns, cowbells, kazoos, etc. **Portable speakers are not permitted.**
3. Two people can not be tethered together. You may not lead or be led around by another person.
 1. This includes but is not limited to leashes, handcuffs, chains, and ropes.
 2. Cosplayers may use items for photos (out of the flow of traffic) but must remove them when moving through the convention area.
4. Signs are not permitted unless they are an intrinsic part of your character's costume. Personal message signs, fandom signs (such as "Will Glomp For Pocky," "Free Hugs", etc.) and similar non-cosplay-specific signs are prohibited.
5. Inflammable materials such as candles, fireworks, sparklers, liquid fuels or other fire hazards are strictly prohibited.

1. Small personal smoking paraphernalia (vapes, cigarettes, lighters, etc.) may be carried, but can not be used inside the venue. **Attendees are required to comply with the venue's smoking policies.**
6. Items or chemicals that generate smoke or steam are prohibited inside the venue. This includes but is not limited to smoke machines, smoke bombs, dry ice and fog machines.
7. Props carried in public areas must be no more than 72 inches (6 feet) in length.
 1. Props larger than 72" total must break down into pieces no larger than 72" while on the convention floor. You may assemble them for photos, if you are completely out of the flow of traffic and there is room to do so.
 2. Use caution when carrying or displaying large props. If you are seen wielding a large prop in a reckless or dangerous manner, your prop can be confiscated.
 3. If you are using an oversized prop for a special event:
 1. If it is to be used for demonstration in a panel, you must contact and get prior approval from the Live Events department.
 2. If it is part of your Masquerade entry, you must contact and get prior approval from the Cosplay department.
8. No adult-themed props/paraphernalia are permitted.

Costuming and Cosplay Policy

1. If a costume obstructs the wearer's vision, or extends from the body further than 36", the cosplayer must have a handler, with unobstructed vision, at all times.
2. No liquid or gel that can be smeared, squirted, dripped, sprayed or be otherwise transferred to another person or surface. This includes any type of dye, food coloring, or makeup.
 1. All makeup must be properly sealed to prevent transfer.
 2. Staff reserves the right to spot test for proper setting.
3. No loose materials that can fall, scatter or otherwise separate from your costume can be utilized. (i.e. sand, glitter, confetti)
4. Metal is permitted on the costume itself, provided it extends no more than 2 inches from the body, is not sharp and does not present a safety hazard, as determined by Public Safety.