



# SIX INVITATIONAL 2023

## COSPLAY POLICY

**ALL CHANGES TO THIS DOCUMENT MUST BE APPROVED BY THE EVENT SECURITY MANAGER AND/OR THE EVENT PRODUCER.**

For any questions, comments, or concerns, please contact [SI-Security@ubisoft.com](mailto:SI-Security@ubisoft.com)

# SCOPE

This document must be followed by, without being limited to, all cosplayers attending the event.

# DEFINITIONS

## COSPLAY

The hobby of dressing as and pretending to be a character from a game, film, comic book, etc.

## UBISOFT GLOBAL EVENT & ESPORTS SECURITY TEAM

The Ubisoft security team members are the Ubisoft representatives who implements and enforces this policy, either directly or via designated staff.

## VALIDATION DESK

The validation desk is the area at the event where all items that may be considered potentially dangerous will be inspected by the security personnel and determined to be either prohibited or allowed.

## WEAPON

A weapon is defined as any item or object designed or used for inflicting harm and physical damage.

## ALLOWED ITEMS

All allowed items are items that has been previously examined by the security personnel of the event and is permitted to be brought into the event. A small tag (sticker or wristband) will be placed on the item to identify it as acceptable.

## PROHIBITED AND/OR ILLEGAL ITEMS

A prohibited item is one that the event does not allow on its perimeter. An illegal item is one that is not allowed to be possessed, displayed, or sold in the country where the event is held. The prohibited and/or illegal items are banned from Ubisoft event and must be immediately removed from the venue perimeter. Ubisoft and/or its delegate reserves the right to notify local authority if necessary.

# GENERAL BEHAVIOR & HARRASSMENT

We believe that all events should be fun in all aspects for everyone, regardless of gender, disability, physical appearance, race, religion and so on. Ubisoft wants you to be respectful with fellow attendees.

Ubisoft has a zero-tolerance policy for harassment of any kind. Engaging in harassment is grounds for immediate removal from the event premises.

If you are being harassed, notice that someone else is being harassed or have any concerns, please contact a member of the event security personnel on-site or by email at [SI-Security@ubisoft.com](mailto:SI-Security@ubisoft.com)

Harassment includes, but is not limited to:

- Offensive verbal comments about another attendee's gender, sexuality, age, race, apparent disability, appearance, clothing, or cosplay;
- Deliberate intimidation;
- Shaming;
- Stalking;
- Inappropriate pictures, videos and/or gestures;
- Unwelcome physical contact (i.e., groping, grabbing, etc.);

All attendees must follow these general behavioral guidelines when attending a Ubisoft event:

- Do not touch a cosplayer's body and/or it's costume/weapons without consent;
- Ask permission to take pictures;
- Consider appropriate timing to interact with a cosplayer;
- Don't be inappropriate in your speech and gesture with a cosplayer;
- Use judgement and remember a cosplayer is not a doll;
- Do not point/aim your fake/prop weapon at the face of other attendees without his consent.

## COSTUME DESIGN

### GENERAL

- Doesn't pose any danger to other attendees or themselves;
- Doesn't contain any sharp or pointed components;
- Doesn't reveal any intimate body parts / offensive to others (i.e., upper body, genitals, etc.);
- Doesn't have any explicit and/or discriminatory content (i.e., racism, sexism, ableism, transphobic, homophobic, hate groups, etc.);
- Don't be barefoot.
  - "Invisible shoes" or clear flip flops are encouraged as an acceptable alternative to bare feet;
- Roller blades, skateboards and other personal transportation devices are not allowed to be worn or used inside the convention space;
- Cosplay masks are permitted on the venue floor, but they are not permitted in public spaces as per local law;
- Backpacks used as part of a cosplay costume will be allowed upon inspection of its content;
- Doesn't contain any symbols or marking forbidden by local legislation;
- Doesn't degrade Ubisoft or any other brand or game.

### SIZE

- Must be able to fit in a standard size door;
- Must be able to move by yourself to different areas without falling and/or causing damage to anyone and/or anything;
- Must be aware of your surroundings and don't block busy areas;
- For large costume and props, please make sure you are accompanied by someone who can lead the way and assist if necessary;
- Don't be a tripping and/or slipping hazard.

## PROHIBITED ITEMS

All kinds of weapons and/or firearms, even if fake or non functional, are strictly forbidden at Place Bell.

This list is partial, and all items are subject to the approval of the event security personnel.

- Anything that looks like a weapon and/or a firearm, even if fake or non functional, is strictly prohibited at the venue;
- All kinds of real firearms;
- Real ammunition & working magazines;
- Airsoft / paintball guns;
- Pyrotechnics, explosives and/or fireworks;
- Real throwing weapons (i.e., Shuriken, knives, etc.);
- Knives with sharp or dull blades;

- All kinds of real or ornamental swords, sabers, or katana;
- Nunchakus;
- Laser pointers;
- All kinds of arrows;
- All kinds of whips;
- All kinds of irritating sprays;
- All kinds of tasers and/or electroshock devices;
- All kinds of brass knuckles;
- Roller blades, skateboards, scooters, hover boards, bicycles, unicycles, and similar rolling and/or jumping devices;
- Animals (unless used for accessibility / assistance needs).

## VALIDATION PROCESS

Each Ubisoft events should have a dedicated cosplay queuing line and/or validation desk with competent security personnel in order to verify the compliance of your costume and/or accessories with the present policy and/or the law. Each item will be duly inspected, tagged, and registered by the security personnel. The security personnel are also responsible for approving or refusing the entrance of a specific individual and/or its accessory depending on the conditions listed in this policy.

Keep in mind that the venue staff won't be allowed to keep / store rejected accessories at the venue. All rejected items must leave the perimeter of the venue at time of decision.

## TRAVELLING WITH COSPLAY COSTUMES & WEAPONS

When travelling to and from the venue, please be aware that not everyone knows about cosplay. Realistic costumes and/or accessories could cause fear for the safety of the public.

- Please keep all props covered at these times;
- Consider changing into your costume at the venue itself.

## CHANGING ROOMS FOR COSPLAYER

- One dedicated area will be made available for the cosplayers at the venue;
- Access to the room will be managed by security;
- Specific details will be provided on-site.

## COMPLIANCE

### NON-COMPLIANCE

Failure or refusal to comply with the entirety or parts of this document may subject to sanctions, which may include and not limited to warning and/or event removal. Depending on the gravity of the offence, the sanction can be conducted without prior warnings.

A person who receives the event removal sanction will see his event wristband remove and all event-related advantages revoked.

Only the Ubisoft Security, the Ubisoft esports management, the venue management and/or the local authorities can decide, apply, and communicate on the applied sanction.

### EXCEPTION

Any exception to these requirements must be properly documented and formally approved by the Ubisoft security, the event producer and/or other relevant authorities.