

Dokomiball Dresscode 2025



Dear Guests,

Thank you for adhering to our dress code and being willing to comply with it. We would like to remind you that these rules are not intended to inconvenience you. Our goal is to create the best possible festive gala atmosphere and ensure your safety. Please understand that we cannot and will not make exceptions regarding the safety of all guests. Compliance with the dress code is part of our terms and conditions and is therefore mandatory for all guests. This authorizes our security personnel to deny you entry to our event if you do not comply, even if you have a valid ticket!

During the ongoing program, they may also ask you to leave the event if you make changes to your attire after the entry check that violate the dress code. We have revised our dress code for you once again and made it clearer at your request. Please remember that there will be many flashing/flickering lights at the ball. If you are sensitive to this, it may be difficult for you to participate in the ball.

Dresscodeinquiries

If you are unsure about your ball outfit, you can send us an inquiry via email at Ball@dokomi.de. Alternatively, you can open a ticket on the Cosplay Ball's Discord: <https://discord.gg/QhyCWzcTyC>. Please provide pictures of your cosplay/outfit, preferably while being worn, along with a brief description. We will then give you feedback on whether you can wear this attire at the Cosplay Ball.

Please note that shop images, among other things, cannot be assessed 100% accurately, as the clothing may fit differently on you. Dress code inquiries answered by us via email are guaranteed if you wish to wear the cosplay at the Cosplay Ball.

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Your Dresscodechecklist:

- Is your choice of clothing suitable for an evening and festive event?
- Does your dress/skirt extend below the knee?
- Are you wearing formal footwear?
- Does your attire cover your underwear (including bras and undershirts)?
- Do your pants reach your ankles?
- Does your attire not drag on the ground? (Except for a train, which can be tied up)
- Is the diameter of your hoop skirt no larger than 1.20 meters?
- Are you not wearing an excessive amount of metallic jewelry and decorations?
- Is your makeup not too harsh?
- Have you registered your (if any) walking aid?
- Are you unable to comply with the dress code in some points for medical reasons?
Please report this to ball@dokomi.de and carry the confirmation with you on the evening of the ball.

General

All intimate areas must always be covered in an opaque manner. The following guidelines apply:

- I. Chest: The bra (bra area) must not be visible (except for the straps).
The bra area is defined as the section covered by the bra, meaning the cups, the bridge, and the underband must not be exposed.
- II. Back: Garments may be cut no lower than the waist.
- III. Skirt/Dress Length: The knee must always be covered.
- IV. Leg Slits: Regardless of where the slit is positioned on the dress, ensure that no underwear is visible and that the slit ends at least at mid-thigh. This applies only to slits, not to cutouts.
- V. Knees: Knees must be covered in all cosplay outfits.
- VI. Skirts and Dresses: All skirts and dresses must begin at or above the tailbone and extend below the knee.
- VII. Mobility Aids: If you require crutches or other mobility aids at the time of the ball, please notify us in advance via email at ball@dokomi.de. Be sure to bring the confirmation (digital or printed) on the evening of the event; otherwise, we will not be able to grant entry with the aids.

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allowed	prohibited
<ul style="list-style-type: none"> - Opulent, elaborate kimonos, hanfus, chosonots, hanboks, ao dais, and Thai chut thais. (Must be made of high-quality fabric, and include embroidery and intricate details.) - (Military) gala/parade uniforms (provided §132a StGB impersonation is observed) - Armor pieces of any kind, as long as they are made of fabric, foam, or other flexible materials - (Cyber)punk style, as long as they comply with all other points of the dress code - All types of rock styles (Visual Kei, etc.), as long as they meet the rest of the dress code requirements 	<ul style="list-style-type: none"> - Everyday/work clothing (e.g., jeans, sweatpants, shorts, T-shirts, sweaters, tank tops, etc.) - Zentai suits + morphsuits - Animal and monster costumes (e.g., furry cosplays, zombies, onesies, etc.) - Combat/operational clothing (including magical girls/boys) - Armor and armor parts of any kind, including helmets (hard plastic, metal parts, and also strong/many metal decorations, etc.) - Provocative costumes (e.g., Nazi uniforms, gala uniforms of the Third Reich, as well as unconstitutional symbols according to §86a Abs. 1 Nr. 2 StGB, and all clearly political symbols) - School uniforms (including winter uniforms with long skirts) - Simple yukatas, hakamas, hanfus, chosonots, hanboks, ao dais, and Thai chut thais (solid color or single pattern)

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Garments/Cosplays without pants

Please note that any undergarments (tights, pants, stockings, etc.) do NOT affect the minimum skirt/dress length. Your dress/skirt MUST fully cover the knee.

For example: A dress that ends above the knee but is worn with opaque tights underneath is not dress code compliant!

allowed	prohibited
<ul style="list-style-type: none"> - Evening dresses - Hoop skirts (The hoop skirt must not exceed a diameter of 1.20 m) - Dresses with chest, back, and leg slits (NO cutouts). (Chest: The bra area must be covered. Back: Maximum cutout down to the sacrum or the beginning of the waistband.) - Side cut-outs on the upper body (must be filled with "dance skin" at a minimum) - Trains up to a maximum of 1m. (MUST be able to be pinned or tied up. Trains must not drag on the ballroom floor) This also applies to trains that do not traditionally come from the back but, for example, from the arms - Two-piece garments, if there is no gap between the top and the leg covering, the minimum skirt/dress length is maintained, the bra area is covered, and the back cutout is not deeper. - Armor parts of any kind, if they are made of fabric, foam, or other yielding material - Cultural festive garments (e.g., kilts [only WITH underwear] and observe minimum skirt/dress length.) - Reinforced dress constructions with, for example, metal rods (must yield under pressure. Must not be pointed.) 	<ul style="list-style-type: none"> - Visible underwear (including bra area, panties, garters, etc.) - Dresses over 1.20 m in diameter - Skirts that do not meet the minimum skirt/dress length - Transparent fabrics in the area of the minimum skirt/dress length. (see above) - Dresses that drag on the floor - Dresses with transparent belly areas - Armor and armor parts of any kind (including helmets), if they are made of hard plastic, metal, etc. (including strong/many metal decorations, etc.) - Garments with pants and top In all cases, the legs must always be completely covered, according to the outfit.

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Garments/Cosplays with pants and top

In all cases, the legs must always be completely covered, according to the outfit.

allowed	prohibited
<ul style="list-style-type: none">- Suits, tailcoats, tuxedos- Gala uniforms (in compliance with §132a StGB impersonation of an official)- Chino pants- Ties, bow ties, cummerbunds, vests- Cultural festive garments if they comply with all other points of the dress code.- Historical legwear such as knee breeches or Landsknecht trousers (only in combination with opaque stockings)- Fabric pants, harem pants (opaque), and leather pants (only matte leather)- Small cutouts on the top (cleanly cut holes or similar), as long as the bra area remains covered and the top is not completely cut through- Reinforced tailcoat constructions with, for example, metal rods. (Must yield under pressure. Must not be pointed)	<ul style="list-style-type: none">- Jeans, corduroy pants- Transparent tops, crop tops- Deep chest cutouts (maximum down to the collarbone)- Shorts, hot pants, and pants that do not reach the ankle- Armor and armor parts of any kind (including helmets), if they are made of hard plastic, metal, etc. (including strong/many metal decorations)- Hawaiian shirts- Shiny leather/latex pants or those associated with a fetish

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Footwear

General rule:

Please choose clean, well-maintained, and elegant footwear.

The restrictions for shoes apply at the ball only until midnight. After this time, all types of shoes are allowed. However, bringing non-dress code-compliant shoes into the ballroom is not allowed until midnight. (Shoes can be stored at the cloakroom.)

allowed	prohibited
- Dress shoes (patent leather/leather)	- Sneakers, trainers, Vans, Chucks
- Dance shoes (Note: The ballroom floor is NOT suitable for dance shoes)	- Flip-flops, pool slides
- Elegant boots/ankle boots	- Slippers, slip-ons
- Military footwear (gala version)	- Crocs/clogs
- Platform shoes (elegant, at your own risk)	- Trekking sandals
- Ballerinas	- Hiking boots
- Delicate sandals (elegant)	- Combat boots
- Low/high heels	- Birkenstocks
- Pumps	- Shoes without heel straps
- Elegant boots/ankle boots (maximum boot height is below the knee)	- Barefoot
- Lace-up boots	- Dirty, damaged footwear
	- Military footwear (combat boots)
	- Espadrilles
	- Getas

Tips and tricks

- Do not wear new shoes for the first time at the ball.
- Try on your shoes to ensure you can last 5-7 hours in them.
- If you choose high heels, definitely bring a pair of flat shoes as a backup.
- For safety reasons, walking barefoot on the entire event grounds is strictly prohibited.
- The right insoles can work wonders. Get advice from your trusted shoe store and don't skimp on the wrong things.

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Bags

(Visitors with an official press ticket are exempt from this point due to the necessary equipment)

allowed	prohibited
<ul style="list-style-type: none">- Small (hand) bags. (Only a phone, wallet, keychain, and possibly medication should fit inside. Nothing more.)- Small camera bags (max. camera + 1 lens)	<ul style="list-style-type: none">- Large (hand) bags and backpacks- Suitcases

Accessoires

This category is particularly important to us because all the rules listed here primarily serve your safety and are therefore absolutely indisputable and unchangeable. Please familiarize yourself thoroughly with the following to avoid unpleasant surprises during the entry check for both you and us. If you have any questions, we are of course available for inquiries via email at Ball@dokomi.de.

Outerwear and larger items attached to cosplay

allowed	prohibited
<ul style="list-style-type: none">- Masks (only in the hair or on the clothing)- Capes/cloaks of any kind, as well as scarves and tailcoats, as long as they do not drag on the floor. Must hang at least above the floor- Subtle animal features (e.g., furry tails that fall under the cape length. Can be reinforced like dresses, see above), face body painting, animal ears if they are not higher than 10 cm- Leather gloves, opera gloves, fabric gloves- Wings (if they yield under pressure and are not longer than your shoulders are wide - the wings must not exceed your own body width)	<ul style="list-style-type: none">- Umbrellas, walking sticks (Exception: Medically necessary walking aids after registration via email)- Masks in front of the eyes and any kind of visual obstructions, sunglasses, also wigs (in the face and in front of the eyes, regardless of type)- Weapons and weapon replicas of any kind (even beyond the Dokomi weapon rules)- Paw gloves- Any outerwear that does not belong to the cosplay (e.g., jackets, coats)

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Small Accessories

All small accessories on the cosplay/evening attire must always be securely attached to the cosplay. They should not fall off when bumped into and should not fling or become projectiles during a quick spin.

The material of the accessories should be chosen so that nothing splinters if torn off. Additionally, the accessories must not have sharp edges or be misused as stabbing weapons.

allowed	prohibited
<ul style="list-style-type: none">- Necklaces, brooches, rings, earrings, bracelets- Fairy lights and small, thin cables in the cosplay, if they are securely mounted	<ul style="list-style-type: none">- Chains with links that have a gap of more than 3 cm per link, regardless of the material

Hair and Head Accessories

Listed hair and head accessories must not protrude more than 10 cm in any direction from the head. The material of the head and hair accessories is not relevant as long as it cannot splinter, has no sharp edges, or be misused as a stabbing weapon.

Head and hair accessories must be attached to the head/hair in such a way that nothing becomes a projectile or comes loose during a quick spin or bump.

allowed	prohibited
<ul style="list-style-type: none">- Tiaras, crowns, jewels- Flowers, feathers- Fascinators- Hats (e.g., top hats, bowler hats, Stetsons, Fedoras, etc.) (do not fall under the maximum size of head/hair accessories)- Headbands, headscarves- Masks (in the hair)- Hairpins- Ears- Small horns	<ul style="list-style-type: none">- Wool or pom-pom hats- Caps- Any headgear that protrudes more than 10 cm in any direction from your head (measured with a measuring stick from the scalp/wig net)- Streetwear- Animal beaks- Inappropriate hats (cowboy hats, construction helmets)

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Make-up

Allowed	prohibited
<ul style="list-style-type: none">- Normal make-up- Body paint on the entire body (as long as it is smudge-proof)- Scar representation (also with collodion, as long as they are healed scars)- Mask parts (e.g., elf ears, cat or bear noses)- Painted masks on the face	<ul style="list-style-type: none">- Fake blood of any color and form, both on skin and clothing- FX horror make-up (e.g., zombie make-up)- Wound representation (except healed scars)- Latex and full or half masks (e.g., orcs or goblins)

Glitter Clause

Glitter in any form is allowed if it is smudge-proof and non-transferable. So-called “shedding glitter” is prohibited.

If you have any questions that this guide has not yet answered, feel free to contact us at ball@dokomi.de with a picture of your cosplay. We are happy to help.