



XX AUSTRALIAN
MASTERS GAMES
CANBERRA
18-25 OCTOBER 2025

HOW TO REGISTER A TEAM

20TH AUSTRALIAN MASTERS GAMES 2025

Creating a new team as a Competitor

Use this process if you are a Team Manager who will also be playing.

1. Visit the Australian Masters Games website: www.australianmastersgames.com
2. Click on 
3. You will be redirected to the Welcome page. To continue, click 
4. Complete the initial registration process. You can find a step-by-step process [here](#).
5. When selecting your category of participation, select “Competitor”.

Please select one category of participation:

Competitor Supporter

Non Playing Official
(Eg. Umpires, coaches, scorers, team managers etc, but not competing in their sport)

6. Select your access type:
 - **Full Access** allows you to create **1 or more teams** in **1 or more sports**.
 - **3-Day Access** allows you to create **1 or more teams** in only **1 sport** (if the sport is run within 3 days or less).
7. Select the sport/s you are competing in and setting up teams for.
8. Select “Create or Join a Team” and then select “Create a new Team”.
9. Create your team by selecting the Age Group/Event, Team Code, and Team Name.
 - **Team Code:** Must be a unique code using characters and/or numbers.
 - **Team Name:** The name given to your team. You don’t need to include your age group.

Tip: Make sure you write down or copy your Team Code and Team Name so that you can share it with your other teammates.

Create a new Team

Age Group/Event:

Team Code:
(Must be between 4 and 10 characters - used by people to find & join your team)

Team Name:
(Do not add ages to team name)

10. It's crucial at this stage to include the emails of teammates or people interested in joining your team. Once your registration is complete, an automated email will be sent to the emails you provide in this step to provide instructions on how to join your team. This will also help you re-send reminders through the [MyMasters](#) portal.

Invite people to join your team:

Enter email addresses of people you wish to invite:
(separate multiple email addresses with a comma or semi-colon)

amg.admin@unisport.com.au; amg.rego@unisport.com.au

11. Add yourself to the team and select your role as Player/Manager.

Players in your team:

Current Team Members:

Team Members you have Registered

#	First Name	Last Name	Email	Position
1.	Tim	Tam	adam.drinkwell@unisport.com.au	Player/Manager ▼ Edit

Important: If you are going to play on this team, please add yourself to the team.

(You will be noted as the Team Manager for this Team)

(To add another person to your team use the "Add Another Person" button on the payment page.)

12. Click OK and create a new team if you are setting up another team in the same sport. Or move on to your next sport if you'd like to set up a team in another sport, or to finalise your registration.

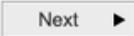
13. Complete the final stages of the registration process and finish your registration by completing payment. Teams will only be confirmed once payment has been received.

Creating a new team as a Non-Playing Official

Use this process if you are a Team Manager who will NOT be playing.

1. Visit the Australian Masters Games website: www.australianmastersgames.com

2. Click on 

3. You will be redirected to the Welcome page. To continue, click 

4. Complete the initial registration process. You can find a step-by-step process [here](#).

5. When selecting your category of participation, select “Non-Playing Official”.

Please select one category of participation:

Competitor

Supporter

Non Playing Official
(Eg. Umpires, coaches, scorers, team managers etc, but not competing in their sport)

7. Select the sport/s you are setting up teams for.

8. Select “Create or Join a Team” and then select “Create a new Team”.

I would like to:

I'm not part of a Team, please place me in a Team

Create a new Team

Join an existing Team

9. Create your team by selecting the Age Group/Event, Team Code, and Team Name.

- **Team Code:** Must be a unique code using characters and/or numbers.
- **Team Name:** The name given to your team. You don't need to include your age group.

Tip: Make sure you write down or copy your Team Code and Team Name so that you can share it with your other teammates.

Create a new Team

Age Group/Event:

Team Code:
(Must be between 4 and 10 characters - used by people to find & join your team)

Team Name:
(Do not add ages to team name)

10. It's crucial at this stage to include the emails of teammates or people interested in joining your team. Once your registration is complete, an automated email will be sent to the emails you provide in this step to provide instructions on how to join your team. This will also help you re-send reminders through the [MyMasters](#) portal.

Invite people to join your team:

Enter email addresses of people you wish to invite:
(separate multiple email addresses with a comma or semi-colon)

amg.admin@unisport.com.au; amg.rego@unisport.com.au

11. In the “Non-players in your team” section, add yourself as a non-player. Select the position that best describes your role.

Non-players in your team:

#	First Name	Last Name	Email	Position
<input type="button" value="Add Yourself as Non-player"/>				

(To add another person to your team use the "Add Another Person" button on the payment page.)

Non-players in your team:

#	First Name	Last Name	Email	Position	
1.	Can	Berra	amg.admin@unisport.com.au	Select...	Edit

(To add another person to your team use the "Add Another Person" button on the payment page.)

Select...
 Medico
 Scorer
 Umpire
 Coach
 Trainer
 Manager

12. Click OK and create a new team if you are setting up another team in the same sport. Or move on to your next sport if you'd like to set up a team in another sport, or to finalise your registration.

13. Complete the final stages of the registration process and finish your registration by completing payment. Teams will only be confirmed once payment has been received.

14. At the payment screen, you will only be charged the Non-Playing Official fee regardless of how many teams you have created.