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Create your coach account

Revision 2026-10-10

Sign up for YourTeamManager and choose to start a new program or join one.

You need a coach account to use YourTeamManager. This takes about two minutes.

Before you start

- Use an email address you can open right now. You'll need it in the next step.
- If another coach sent you an invite link, open that link instead. It fills in your team and email for you.

Create the account

1. Go to the YourTeamManager sign-in page and select **Create an account** (next to "New coach?").
2. Choose **Create new program** if you're starting your team, or **Join existing program** if your team already uses YourTeamManager.
3. Fill in **First name**, **Last name**, **Email** and **Password**. The password needs at least 8 characters.
4. Pick your state from **Select state**.

If you chose **Create new program**:

- Type your **School / club name**.
- Pick your organization type: **High school**, **Middle school**, **College**, **Youth**, **Wrestling club** or **Other**.
- Choose how athletes join: **Invite code only** or **Anyone can join**.

If you chose **Join existing program**:

- Type your school or club under **Search for a team** and select **Search**, then pick your team from the list, **or**
- Type the code another coach gave you under **Or enter invite code**.

- An active coach on the team must approve your request before Journals unlock.

7. Select **Create account**.

You'll see **Check your email**. Go to the next step to confirm your email.

If something goes wrong

- **"Public coach signup is currently closed"**: new accounts need an invite link right now. Ask the coach or person who invited you to send it again.
- **"Use the email address that this coach invite was sent to"**: sign up with the same email the invite went to.
- **"Select a team from search or enter an invite code"**: when joining, pick a team or type a code before you select **Create account**.
- Already have an account? Select **Already have an account?** to go to sign in.

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