



Australian Government  
Australian Sports Commission

AUSPLAY™

# Participation expenditure Key figures

The Australian Sports Commission's AusPlay survey collects information from its 20,000 respondents each year about many aspects of their participation in sport and physical activity. This includes data on the fees paid to an organisation or venue to participate but excludes other costs, like equipment or travel.

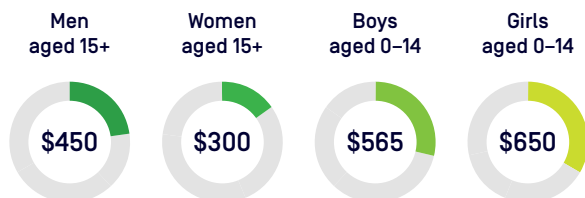
The data below was collected from January to December 2022 where survey respondents were asked to recall their expenditure in the previous 12 months.

## Amount spent to participate in sport and physical activities

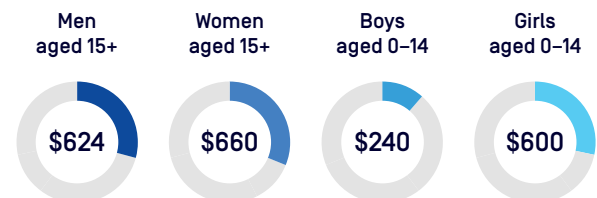


Note: Data for children aged 0-14 relates to their organised participation outside of school.

## Median amount spent on sport-related activities



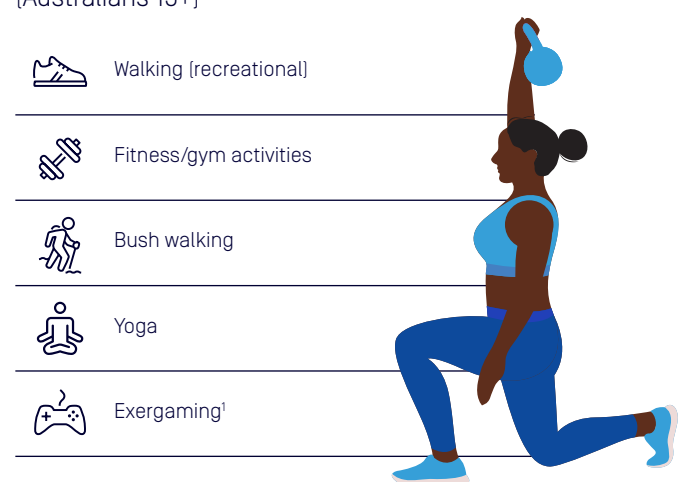
## Median amount spent on non-sport-related activities



## Top five payment-free sport-related activities (Australians 15+)



## Top five payment-free non-sport-related activities (Australians 15+)



1. Virtual/technology-based exercise, for example, motion sensing console games, smart treadmills, online platforms such as Zwift.