



**Equity in Athletics Disclosure Act (EADA)**

**Report on Athletic Program Participation  
Rates and Financial Support Data For  
Fiscal Year**

**July 1, 2019 – June 30, 2020**

## **INTRODUCTION**

The Equity in Athletics Disclosure Act Survey (EADA) was designed to make current and prospective students and current and prospective student athletes aware of an institution of higher education's commitment to providing equitable athletic opportunities for its men and women students. The EADA requires the disclosure of information about varsity teams and the financial resources and personnel that the school dedicates to those teams.

The EADA requires any coeducational institution of higher education that participates in Title IV, the federal student aid program, and has an intercollegiate athletics program, to comply with the EADA by preparing an annual report, officially called The Report on Athletic Program Participation Rates and Financial Support Data; more commonly known as the EADA Report. Typically, the EADA Report must be published by October 15 each year and must be made available upon request to students, prospective student-athletes, and the public.

Institutions must submit their EADA data to the Secretary of Education within 15 days of making it available to students, prospective student-athletes, and the public. The sole mechanism for submitting the data is via the EADA Web-based data collection, commonly known as the EADA Survey. Due to the Covid-19 pandemic, the data collection period shifted to December 2, 2020 – January 28, 2021.

In 2018, HU hosted its inaugural tryouts for males and females with its first and only varsity athletic opportunity, esports. The program, even though is in its very early stages, won a National Championship in "Overwatch" during the 2019-2020 academic year.

As required by law, this report was electronically circulated to each HU student and is maintained at HU's publicly accessible webpage for current and prospective students.

NOTE: THE CALCULATIONS OF THIS REPORT DO NOT FOLLOW TYPICAL ACCOUNTING PRINCIPLES. FOR AN EXPLANATION OF HOW DATA IS ACCUMULATED, SEE:  
<https://surveys.ope.ed.gov/athletics/WorksheetView.aspx>

## GENERAL INSTITUTIONAL DATA

### Harrisburg University of Science and Technology - Completions Unduplicated Headcounts 2015-16 to 2018-19

Grand Totals Bachelor's Degree	Nonresident alien	Hispanic Latino	American Indian or Alaska Native	Asian	Black or African American	Native Hawaiian or Other Pacific	White	Two or more Races	Race/ethnicity unknown	Total
<b>2015-16</b>										
Men	0	2	0	1	7	0	20	3	1	34
Women	0	4	0	3	5	0	11	0	1	24
<b>Total</b>	<b>0</b>	<b>6</b>	<b>0</b>	<b>4</b>	<b>12</b>	<b>0</b>	<b>31</b>	<b>3</b>	<b>2</b>	<b>58</b>

<b>2016-17</b>										
Men	0	2	0	3	4	0	19	1	0	29
Women	0	0	0	2	3	0	6	1	0	12
<b>Total</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>5</b>	<b>7</b>	<b>0</b>	<b>25</b>	<b>2</b>	<b>0</b>	<b>41</b>

<b>2017-18</b>										
Men	1	3	1	1	4	0	13	1	0	24
Women	0	3	1	2	8	0	9	1	1	25
<b>Total</b>	<b>1</b>	<b>6</b>	<b>2</b>	<b>3</b>	<b>12</b>	<b>0</b>	<b>22</b>	<b>2</b>	<b>1</b>	<b>49</b>

<b>2018-19</b>										
Men	0	0	0	1	9	0	23	2	0	35
Women	0	2	0	0	4	0	10	1	2	19
<b>Total</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>1</b>	<b>13</b>	<b>0</b>	<b>33</b>	<b>3</b>	<b>2</b>	<b>54</b>

Source: <https://nces.ed.gov/ipeds/datacenter/SummaryTable.aspx>

### Harrisburg University of Science and Technology 12-month year (IPEDS calendar year - July 1, 2019 - June 30, 2020)

Level of student	2019-2020					
	Undergraduate			Student Athletes		
	Men	Women	Total	Men	Women	Total
American Indian or Alaska Native	6	3	9	0	0	0
Asian	72	29	101	8	0	8
Black or African American	196	165	361	0	0	0
Hispanics of any race	95	71	166	3	0	3
Native Hawaiian or Other Pacific Islander	4	2	6	0	0	0
White	433	341	774	11	0	11
Two or more races	14	14	28	1	0	1
Race and Ethnicity unknown	15	14	29	0	0	0
Nonresident Alien	12	4	16	5	0	5
<b>Grand Total</b>	<b>847</b>	<b>643</b>	<b>1490</b>	<b>28</b>	<b>0</b>	<b>28</b>

Source: Enhanced fiscal year IPEDS enrollment snapshot (7/1/2019 - 6/30/2020) as of 9/14/2020

Harrisburg University of Science and Technology Graduation and Transfer-out Rates

	Four Most Recent Years			
	2016-17	2017-18	2018-19	2019-20
	2010	2011	2012	2013
<b>OVERALL GRADUATION RATES (%) 6-Year (150%)</b>	<b>29%</b>	<b>26%</b>	<b>43%</b>	<b>29%</b>
<b>Men</b>	<b>31%</b>	<b>24%</b>	<b>51%</b>	<b>37%</b>
<b>Women</b>	<b>26%</b>	<b>27%</b>	<b>33%</b>	<b>22%</b>
<b>American Indian or Alaska Native</b>	<b>100%</b>	<b>0%</b>	<b>0%</b>	<b>100%</b>
<b>Asian</b>	<b>20%</b>	<b>50%</b>	<b>25%</b>	<b>40%</b>
<b>Black or African American</b>	<b>25%</b>	<b>23%</b>	<b>29%</b>	<b>17%</b>
<b>Hispanic or Latino</b>	<b>20%</b>	<b>25%</b>	<b>29%</b>	<b>0%</b>
<b>Native Hawaiian or Other Pacific Islander</b>	<b>0%</b>	<b>0%</b>	<b>0%</b>	<b>0%</b>
<b>White</b>	<b>32%</b>	<b>28%</b>	<b>56%</b>	<b>43%</b>
<b>Two of more races</b>	<b>0%</b>	<b>0%</b>	<b>43%</b>	<b>43%</b>
<b>Race/ethnicity unknown</b>	<b>0%</b>	<b>0%</b>	<b>50%</b>	<b>0%</b>
<b>Nonresident alien</b>	<b>0%</b>	<b>0%</b>	<b>0%</b>	<b>0%</b>
<b>Transfer Out-Rate</b>	<b>5%</b>	<b>4%</b>	<b>3%</b>	<b>8%</b>
<b>Student Athletes</b>	<b>N/A</b>	<b>N/A</b>	<b>N/A</b>	<b>N/A</b>

Source: IPEDS Cohort (unadjusted)

## ATHLETIC PARTICIPATION

Federal regulations require that the following information, based on the previous reporting year be available for inspection by students, prospective students, and the public by December 31, 2020 and submitted to the Department of Education by January 28, 2021.

Because this report reflects HU's first year in varsity competition, there are no statistics for second year participants.

This table lists the number of participants by gender for the esports varsity team. Tryouts for HU's first esports varsity teams are open to both male and female students. However, males achieved the highest scores. As such, all statistics are for an all-male esports team for the 2019-2020 academic year.

According to the published federal regulations governing EADA reporting, a participant is defined as a student-athlete who, as of the day of a varsity team's first scheduled contest:

- a. Is listed by the institution on the varsity team's roster; or
- b. Receives athletic related aid; or
- c. Practices with the varsity team and receives coaching from one or more varsity coaches.

Any student-athlete who satisfies one or more of these criteria is a participant, including a student on a team the institution competition to preserve eligibility (i.e., red-shirt) or for academic, medical, or other reasons.

SPORT	TOTAL/PERCENTAGE PARTICIPANTS
Esport: League of Legends	11 male students
First Team	6 male students
Second Team	5 male students
Esport: Overwatch	13 male students
First Team	7 male students
Second Team	6 male students
Esport: Hearthstone	3 male students
First Team	3 male students
TOTAL NUMBER OF PARTICIPANTS 2019-2020	27 male students
Percentage of Participants for 2019-2020	100% male students
Number of Unduplicated Participants Total	27 male students

## ATHLETICALLY RELATED STUDENT AID

*Athletically Related Student Aid: any scholarship, grant, or other form of financial assistance, offered by an institution, the terms of which require the recipient to participate in a program of intercollegiate athletics at the institution.*

Team	League of Legends	Overwatch	Hearthstone
Scholarships	\$241,674.00	\$285,616.00	\$65,911.00
Grants (Campus Housing, etc.)	\$37,412.00	\$44,216.00	\$10,204.00
Other	\$0	\$0	\$0.00
<b>Team Total</b>	<b>\$279,086</b>	<b>\$329,832</b>	<b>\$76,115.00</b>

## ATHLETIC RECRUITING EXPENSES

*Recruiting Expenses: These include all expenses an institution incurs attributable to recruiting activities. This includes lodging, meals, telephone use, transportation (including vehicles used for recruiting purposes) for both recruits and personnel engaged in official and unofficial visits, and all other expenses related to recruiting.*

Esports	Expenses
Lodging	\$0.00
Meals	\$0.00
Telephone Use	\$0.00
Transportation	\$0.00
Other Expenses for official and unofficial visits	\$0.00
Other Expenses related to Recruiting (e.g., printing recruiting materials, creating recruiting videos, mass mailings, estimated value of trade-outs)	\$0.00
<b>Esports Total</b>	<b>\$0.00</b>

## COACHING STAFF SALARIES

*Coaches' Salaries: all wages and bonuses the institution pays an individual for coaching. This includes only institutional compensation and does not include benefits. Benefits are included along with salaries and bonuses on the Total Revenues and Total Expenses.*

Esports	Cost
Wages for coaching	\$330,467.09
Bonuses for coaching	\$18,855.63
Other institutional compensation for coaching for activities such as sports camps, TV shows, shoe contracts, etc.	\$0.00
Third Party money paid to the school to pay for any or all of coach's salary	\$0.00
<b>Total Salary</b>	<b>\$349,322.72</b>

## OPERATING (GAME-DAY) EXPENSES

*Operating (Game-Day) Expenses: all expenses an institution incurs attributable to home, away, and neutral-site intercollegiate athletics contests (commonly known as "game-day expenses") for: (A) lodging, meals, transportation, uniforms, and equipment for coaches, teams, members, support staff (including but not limited to team managers and trainers), and others; and (B) officials.*

Lodging	\$2,483.00
Meals	\$40,196.00
Transportation	\$24,707.00
Uniforms, Apparel	\$89.00
Equipment	\$1,728.00
Officials	\$0.00
<b>Total Operating Expenses</b>	<b>\$69,202</b>

## EXPENSES NOT ALLOCATED BY GENDER/SPORT

Expenses Not Allocated by Gender/Sport: *Expenses not attributable to a particular gender or sport.*

Part-Time Athletic Director's salary, bonuses, and benefits	\$21,408.00
Assistant Athletic Director's salaries, bonuses, and benefits	\$0.00
Salaries, bonuses, & benefits for athletic support staff	\$0.00
Trainers' salaries, bonuses, & benefits	\$0.00
General administrative overhead (Conference Dues)	\$0.00
Start-up costs for teams for which there were not participants	\$0.00
<i>Total Expenses Not Allocated by Gender/Sport</i>	<b>\$21,408.00</b>



## TOTAL EXPENSES

Total Expenses includes athletically related student aid, contract services, equipment, fundraising activities, operating expenses, promotional activities, recruiting expenses, salaries and benefits, supplies, travel, and any other expenses attributable to intercollegiate athletic activities.

Esports Expense	Total Expense
Head Coaches' Salaries	\$349,323.00
Assistant Coaches' Salaries	\$0.00
Total Coaches' Salaries	\$349,323.00
Scholarships	\$593,200.00
Grants	\$0.00
Other (Campus Housing, Campus Meal Plans, etc.)	\$91,833.00
Total Athletically Related Student Aid	\$685,033.00
Total Recruiting Expenses	\$0.00
Lodging	\$2,483.00
Meals	\$40,196.00
Transportation	\$24,707.00
Uniform	\$89.00
Equipment	\$1,728.00
Officials	\$0.00
Operating (Game Day) Expenses	\$69,202.00
Summary of Subset Expenses Subtotal	\$1,103,558.00
Appearance Guarantee and Options	\$0.00
Contract Services	\$0.00
Practice Equipment	\$0.00
Fundraising Activities	\$0.00
Promotional Activities	\$769,830.00
Benefits (FICA, Healthcare Insurance, etc.)	\$74,956.00
Supplies	\$0.00
Travel	\$0.00
Facility Rental	\$0.00
Security and Additional Staff for Game Days	\$0.00
Tuition Waiver for GAs	\$0.00
Not Allocated by Gender	\$21,408.00
Any Other Expense Attributable to Team Activities	\$154,600.00
Additional Expense Subtotal	\$999,386.00
Team Total	\$2,124,352.00

## TOTAL REVENUE

*For the purposes of EADA, Revenues are any funds used to pay for team expenses. These funds can be earned revenue or institutional support. Earned revenue is derived from various sources such as: appearance guarantees and options, athletic conferences, tournaments or bowl games, concessions, contributions from alumni and others, program advertising and sales, radio and television, royalties, signage and other sponsorships, sports camps, and all other earned revenue attributable to team actives (e.g., fundraising activities). Revenues should also include institutional, state, or other government support that is used to pay for coaches' salaries, bonuses and benefits, athletically related student aid, recruiting expenses, operating (game-day) expenses, supplies, and any other revenue attributable to team actives (e.g., student activity fees used to pay for team expenses).*

Revenue Source	Revenue
Appearance guarantees and options	\$0.00
Athletic Conference	\$0.00
Tournament or Bowl Games	\$0.00
Concessions	\$0.00
Contribution from Alumni or Others	\$0.00
Program Advertising and Sales	\$0.00
Radio and Television	\$0.00
Royalties	\$0.00
Signage and other Sponsorships	\$0.00
Sports Camps	\$0.00
Ticket and luxury box sales	\$0.00
Any Other Earned Revenue Attributable to Team Activities	\$0.00
<b>TEAM EARNED REVENUE SUBTOTAL</b>	<b>\$0.00</b>

Revenue Source	Revenue
Funds to Pay for Coaches' and Team Staff's Salaries, Bonuses, and Benefits	\$424,279.00
Funds to Pay for Athletically Related Student Aid	\$685,033.00
Funds to Pay for Recruiting Expenses	\$0.00
Funds to Pay for Operating Expenses	\$69,202.00
Funds to Pay for Supplies	\$0.00
Funds to Pay for Any Other Revenue Attributable to Team Activities	\$924,429.00
Not Allocated Revenues	\$21,408.00*
<b>TEAM SUPPORT SUBTOTAL</b>	<b>\$2,124,352.00</b>
<b>TEAM TOTAL</b>	<b>\$2,124,352.00</b>

\* Not Allocated funds represent a portion of salary to match time designated as Athletic Director for the esports program

### 2019-2020 Athletic Season

	Freshman	Sophomores	Transfers	Juniors	Senior	Total
League of Legends	4	5	2			11
Overwatch	4	8		1		13
Hearthstone		2			1	3