



Equity in Athletics Disclosure Act (EADA)

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

July 1, 2021 – June 30, 2022

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.

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.

In 2018, HU hosted its inaugural tryouts for males and females with its first and only varsity athletic opportunity, esports. For the 2021-2022 academic year, the program consisted of eSports with two team games.

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 2018-19 to 2021-22

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
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2018-19										
Men	3	3	0	1	4	0	11	1	0	23
Women	0	5	1	2	8	0	11	1	0	28
Total	3	8	1	3	12	0	22	2	0	51

2019-20										
Men	1	2	0	2	11	1	13	1	0	31
Women	0	5	0	0	12	0	13	1	1	32
Total	1	7	0	2	23	1	26	2	1	63

2020-21										
Men	1	5	0	1	15	0	23	0	1	46
Women	0	8	0	1	11	1	24	2	2	47
Total	1	13	0	2	26	1	47	2	1	93

2021-22										
Men	2	12	0	3	14	0	25	4	0	60
Women	1	7	0	1	17	0	20	1	2	49
Total	3	19	0	4	31	0	45	5	2	109

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

Harrisburg University of Science and Technology 12-month year (IPEDS calendar year - July 1, 2021 - June 30, 2022)

Level of student	2021-2022					
	Undergraduate			Student Athletes		
	Men	Women	Total	Men	Women	Total
American Indian or Alaska Native	6	4	10	0	0	0
Asian	59	35	94	2	0	2
Black or African American	222	270	492	0	0	0
Hispanics of any race	149	133	282	5	0	5
Native Hawaiian or Other Pacific Islander	2	0	2	0	0	0
White	453	353	806	5	0	5
Two or more races	28	37	65	0	0	0
Race and Ethnicity unknown	27	21	48	0	0	0
Nonresident Alien	16	5	21	8	0	8
Grand Total	962	858	1820	20	0	20

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

	Four Most Recent Years			
	2018-19	2019-20	2020-21	2021-22
OVERALL GRADUATION RATES (%) 6-Year (150%)	43%	31%	25%	32.4%
Men	51%	37%	29%	9.9%
Women	33%	26%	20%	22.5%
American Indian or Alaska Native	0%	0%	0%	0.9%
Asian	25%	50%	80%	1.8%
Black or African American	29%	19%	16%	10.8%
Hispanic or Latino	29%	33%	27%	3.6%
Native Hawaiian or Other Pacific Islander	0%	0%	0%	0.9%
White	56%	43%	44%	13.5%
Two of more races	43%	36%	0%	0.9%
Race/ethnicity unknown	50%	0%	0%	0%
Nonresident alien	0%	0%	0%	0%
Transfer Out-Rate	3%	8%	3%	1.8%
Student Athletes	N/A	N/A	7.4%	N/A

ATHLETIC PARTICIPATION

Federal regulations require that the following information, based on the previous reporting year be available for inspection by students, prospective students and submitted to the Department of Education by November 1, 2022.

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 2021-2022 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
League of Legends	13 male students
First Team	13 male students
Overwatch	9 male students
First Team	9 male students
TOTAL NUMBER OF PARTICIPANTS 2020-2021	22 male students
Percentage of Participants for 2020-2021	100% male students
Number of Unduplicated Participants Total	22 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	eSports
Scholarships	\$546,406.00
Grants (Campus Housing, etc.)	\$0.00
Other	\$50,127.00
Team Total	\$596,533.00

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
Esports Total	\$0.00

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	\$355,866.00
Bonuses for coaching	\$0.00
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
Total Salary	\$355,866.00

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	\$3,763
Meals	\$12,104
Transportation	\$34,667
Uniforms, Apparel	\$789
Equipment	\$1,764
Officials	\$3,500
Total Operating Expenses	\$56,587

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	\$0.00
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>	<i>\$0.00</i>

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	\$355,866
Assistant Coaches' Salaries	\$0
Total Coaches' Salaries	\$0
Scholarships	\$596,533
Grants	\$0.00
Other (Campus Housing, Campus Meal Plans, etc.)	
Total Athletically Related Student Aid	\$596,533
Total Recruiting Expenses	\$0.00
Lodging	\$3,763
Meals	\$12,104
Transportation	\$34,667
Uniform	\$789
Equipment	\$1,764
Officials	\$3,500
Operating (Game Day) Expenses	\$56,587
Summary of Subset Expenses Subtotal	\$1,008,986.00
Appearance Guarantee and Options	\$0.00
Contract Services	\$15,300
Practice Equipment	\$0.00
Fundraising Activities	\$0.00
Promotional Activities	\$245,848
Benefits (FICA, Healthcare Insurance, etc.)	\$57,834
Supplies	\$1,146
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	\$0.00
Any Other Expense Attributable to Team Activities	\$158,193
Additional Expense Subtotal	\$478,321
Team Total	\$1,487,307

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
TEAM EARNED REVENUE SUBTOTAL	\$0.00

Revenue Source	Revenue
Funds to Pay for Coaches' and Team Staff's Salaries, Bonuses, and Benefits	\$413,700
Funds to Pay for Athletically Related Student Aid	\$596,533
Funds to Pay for Recruiting Expenses	\$0.00
Funds to Pay for Operating Expenses	\$56,587
Funds to Pay for Supplies	\$1,146
Funds to Pay for Any Other Revenue Attributable to Team Activities	\$419,341
Not Allocated Revenues	\$0.00
TEAM SUPPORT SUBTOTAL	\$1,487,307
TEAM TOTAL	\$1,487,307

2021-2022 Athletic Season

	Freshman	Sophomores	Transfers	Juniors	Senior	Total
League of Legends	3	7		2	1	13
Overwatch	2	2		3	2	9