

Equity in Athletics Disclosure Act (EADA)

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

July 1, 2025 – June 30, 2026

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 2025-2026 academic year, the program consisted of eSports with one team game. While HU's eSports program is co-ed, only male identifying students earned spots on the team through playing scores.

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 2020-21 to 2024-25

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
2022-23										
Men	0	3	0	7	20	0	37	2	0	69
Women	0	2	0	4	18	0	9	2	0	35
Total	0	5	0	11	38	0	46	4	0	104
2023-24										
Men	5	11	0	3	9	0	30	1	0	59
Women	0	3	0	1	15	0	17	3	2	41
Total	5	14	0	4	24	0	47	4	2	100
2024-25										
Men	2	14	0	7	16	0	45	2	1	87
Women	1	5	0	0	11	0	11	2	0	30
Total	3	19	0	7	27	0	56	4	1	117
2025-26										
Men	3	11	0	6	15	0	47	7	2	91
Women	1	6	0	2	10	0	8	1	0	28
Total	4	17	0	8	25	0	55	8	2	119

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

Harrisburg University of Science and Technology
12-month year (IPEDS calendar year - July 1, 2025 - June 30, 2026)

	2025-2026					
Level of student	Undergraduate			Student Athletes		
	Men	Women	Total	Men	Women	Total
American Indian or Alaska Native	1	0	1	0	0	**0**
Asian	73	76	149	1	0	**1**
Black or African American	226	249	475	0	0	**0**
Hispanics of any race	127	136	263	0	0	**0**
Native Hawaiian or Other Pacific Islander	4	2	6	0	0	**0**
White	441	496	937	3	0	**3**
Two or more races	19	20	39	0	0	**0**
Race and Ethnicity unknown	267	295	562	0	0	**0**
Nonresident Alien	12	7	19	0	0	**0**
Grand Total	**1170**	**1281**	**2451**	**4**	**0**	**4**

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

Harrisburg University Graduation and Transfer Rates by Gender, Race/Ethnicity, and Athlete Status					
	2021-22	2022-23	2023-24	2024-25	2025-26
Overall 6-Year Graduation Rate	32%	31%	43%	34%	36%
Male	22%	28%	44%	33%	35%
Female	42%	35%	42%	36%	37%
American Indian or Alaskan Native	100%		0	0	0
Asian	29%	100%	100%	40%	71%
Black or African American	23%	25%	38%	24%	38%
Hispanic or Latino	24%	29%	56%	40%	28%
Native Hawaiian or Other Pacific Islander	100%	100%	100%	0	
White	63%	38%	44%	53%	35%
Two or more Races	14%	25%	33%	13%	22%
Race/Ethnicity Unknown	0		33%	17%	50%
Non-Resident Alien			0	50%	50%
Transfer Out Rate	2%	2%	4%	5%	7%
Student Athletes	N/A	N/A	N/A	48% (12 of 25 Graduated)	52% (15 of 29 Graduated)

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, 2026.

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.

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
VALORANT	5 male students
First Team	5 male students
TOTAL NUMBER OF PARTICIPANTS 2025-2026	5 students
Percentage of Participants for 2025-2026	100% male students
Number of Unduplicated Participants Total	5 total 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	42,440
Grants (Campus Housing, etc.)	
Other	
Team Total	$ 42,440

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	$75,000
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	$75,000.00

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	$ 1,792
Meals	$ 322
Transportation	$ 684
Uniforms, Apparel	$ -
Equipment	$
Officials	$ -
Total Operating Expenses	**$ 2,798**

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
Total Expenses Not Allocated by Gender/Sport	$0.00

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	$ 75,000
Assistant Coaches' Salaries	
Total Coaches' Salaries	
Scholarships	$ 42,440
Grants	
Other (Campus Housing, Campus Meal Plans, etc.)	
Total Athletically Related Student Aid	$ 42,440
Total Recruiting Expenses	
Lodging	$ 1,792
Meals	$ 322
Transportation	$ 684
Uniform	$ -
Equipment	$ 500
Officials	$ -
Operating (Game Day) Expenses	$ 2,798
Appearance Guarantee and Options	
Contract Services	
Practice Equipment	
Fundraising Activities	
Promotional Activities	$ 6,523
Benefits (FICA, Healthcare Insurance, etc.	$ 24,053
Supplies	$ 44
Travel	
Facility Rental	$ 46,926
Security and Additional Staff for Game Days	
Tuition Waiver for GAs	
Not Allocated by Gender	$
Any Other Expense Attributable to Team Activities	$ 332
Team Total	$ 198,116

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	
Athletic Conference	
Tournament or Bowl Games	
Concessions	
Contribution from Alumni or Others	
Program Advertising and Sales	
Radio and Television	
Royalties	
Signage and other Sponsorships	
Sports Camps	
Ticket and luxury box sales	
Any Other Earned Revenue Attributable to Team Activities	$ 18,105 -
TEAM EARNED REVENUE SUBTOTAL	$ 18,105

Revenue Source	Revenue
Funds to Pay for Coaches' and Team Staff's Salaries, Bonuses, and Benefits	$ 75,000
Funds to Pay for Athletically Related Student Aid	$ 42,440
Funds to Pay for Recruiting Expenses	$ -
Funds to Pay for Operating Expenses	$ 2,798
Funds to Pay for Supplies	$ 44
Funds to Pay for Any Other Revenue Attributable to Team Activities	$ 59,729
Institutional Support	$ 180,011
TEAM TOTAL	**$ 198,116**

2025-2026 Athletic Season

	Freshman	Sophomores	Transfers	Juniors	Senior	Total
Valorant	1	2	0	0	2	5