



**Northwestern
Michigan
College**

**2021-22 Equity in Athletics Disclosure Act (EADA)
Report**

For the academic year July 1, 2021 – June 30, 2022

-- ALL TABLES FOLLOW THE DESCRIPTIONS --

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. 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.

For Northwestern Michigan College (NMC), this is a new compliance obligation. In 2021, NMC hosted its inaugural tryouts for males and females with its first and only varsity athletic opportunity, esports. The program, though very successful, is in its early stages.

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

General Information:

Location: 1701 E Front Street, Traverse City, MI 49686
Phone: (231) 995-1076
OPE ID: 00230200
Director: Terri Gustafson
Sanction Body: NJCAA-E

Athletic Program:

Co-ed
Esports

Athletic Program Participation Rates and Financial Support Data

July 1, 2021 through June 30, 2022

College Enrollment

Gender	Full-Time Undergraduates	
	Number	Percent
Male Students	691	53%
Female Students	620	47%
Totals	1311	100%

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 October 15, 2022.

Because this report reflects NMC'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 NMC's first esports team were open to both male and female participants, however, the majority of students that participated were males.** We had a total of three teams during the first year, and only one had female students.

According to the 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 the above definitions is a participant.

SPORT	TOTAL/PERCENTAGE PARTICIPANTS
ESPORT: ROCKET LEAGUE	
First Team	4 Male Students
Second Team	4 Male Students
ESPORT: OVERWATCH	
First Team - Fall 2021	4 Male Students/4 Female
First team - Spring 2022	6 Male Students/2 Female
TOTAL NUMBER OF PARTICIPANTS FOR 2021-2022	18 Male Students/6 Female
Percentage of Participants for 2021-2022	75% Male Students/25% Female
Number of Unduplicated Participants Total	24 Students

ATHLETICALLY RELATED STUDENT AID

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

Team	Rocket League	Overwatch
Scholarships	\$5000	\$6000
Grants	\$0	\$0
Other	\$0	\$0
Team Total	\$5000	\$6000

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	120.99
Meals	\$0.00
Telephone Use	\$0.00
Transportation	44.97
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)	759.11
Esports Total	\$925.07

COACHING STAFF SALARIES

Coaching 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.*

**For the 2021-2022 year, we paid two coaches as independent contractors, so no benefits were paid.*

Esports	Cost
Wages for coaching	\$9000.00
Bonuses for coaching	\$0.00
Other institutional compensation	\$0.00
Third party money paid to the school to pay for any or all of coach's salary	\$0.00
Total Salary	\$9000.00

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.*

Expense	Cost
Lodging	\$0.00
Meals	\$0.00
Transportation	\$0.00
Uniforms	\$648.28
Equipment	\$0.00
Officials	\$0.00

Total Operating Expenses	\$648.28
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EXPENSES NOT ALLOCATED BY GENDER/SPORT

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

Expense	Cost
Part-time Athletic Director's salary, bonuses, and benefits	\$0.00
Assistant Athletic Director's salaries, bonuses, and benefits	\$0.00
Salaries, bonuses, and benefits for athletic support staff	\$0.00
Trainers' salaries, bonuses, and benefits	\$0.00
General administrative overhead	\$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	\$9,000.00
Assistant Coaches' Salaries	\$0.00
Scholarships	\$11,000
Grants	\$0.00

Other (Campus Housing, Campus Meal Plans, etc.)	\$0.00
Total Athletically Related Student Aid	\$11,000
Total Recruiting Expenses	\$925.07
Lodging	\$0.00
Meals	\$0.00
Transportation	\$0.00
Uniforms	\$648.28
Equipment	\$0.00
Officials	\$0.00
Total Operating (Game-Day) Expenses	\$648.28
Summary of Subset Expenses Subtotal	\$21,573.35
Appearance Guarantee and Options	\$0.00
Contract Services	\$0.00
Practice Equipment	\$0.00
Fundraising Activities	\$0.00
Promotional Activities	\$0.00
Benefits	\$0.00
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
Any Other Expense Attributable to Team Activities (NJCAA-E Membership)	\$1500.00
Additional Expense Subtotal	\$0.00
Team Total	\$23,073.35

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 activities (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 activities (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
Funds to Pay for Coaches' and Team Staff's Salaries, Bonuses, and Benefits	\$0.00
Funds to Pay for Athletically Related Student Aid	\$0.00
Funds to Pay for Recruiting Expenses	\$0.00

Funds to Pay to Operating Expenses	\$0.00
Funds to Pay for Any Other Revenue Attributable to Team Activities	\$0.00
TEAM SUPPORT SUBTOTAL	\$0.00
TEAM TOTAL	\$0.00