

# 2026 MIAC Men's Basketball Playoffs

February 24th - 28th, 2026

High-Seed Host

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## Championship Schedule



Tuesday, February 24, 2026

FINAL	
 <b>Augsburg University</b>	69
 St. Olaf College	68
<a href="#">Box Score</a>	
<b>AUG:</b> <a href="#">Auggies rally for playoff win at St. Olaf</a>	
<b>STO:</b> <a href="#">Men's basketball's season ends in final seconds against Augsburg in MIAC quarterfinals</a>	

FINAL	
 Carleton College	52
 <b>Concordia College</b>	74
<a href="#">Box Score</a>	
<b>CAR:</b> <a href="#">Knights fall in MIAC Quarterfinals at Concordia-Moorhead</a>	

Thursday, February 26, 2026

FINAL	
 Concordia College	68
<b>SJU</b> Saint John's University	75
<a href="#">Box Score</a>	
<b>SJU:</b> <a href="#">Bean &amp; Podany Lead Surprising SJU Back to MIAC Title Game With 75-68 Semifinal Win</a>	

FINAL	
 Augsburg University	68
 <b>Gustavus Adolphus College</b>	84
<a href="#">Box Score</a>	
<b>GAC:</b> <a href="#">No. 11 Men's Basketball Advances to MIAC Playoff Championship with 84-68 Victory over Augsburg in Semifinals</a>	

Saturday, February 28, 2026

FINAL	
<b>SJU</b> Saint John's University	66
 <b>Gustavus Adolphus College</b>	75
<a href="#">Box Score</a>	
<b>SJU:</b> <a href="#">Second-Half Surge Powers No. 11 Gustavus Past SJU in MIAC Title Game</a>	

# Tentative Schedule

## Quarterfinals | Tuesday, Feb. 24, 2026

No. 6 Augsburg 69, No. 3 St. Olaf 68 | [Box Score](#) |  
No. 4 Concordia 74, No. 5 Carleton 52 | [Box Score](#) |

## Semifinals | Thursday, Feb. 26, 2026

No. 2 Saint John's 75, No. 4 Concordia 68 | [Box Score](#) |  
No. 1 Gustavus 84, No. 6 Augsburg 68 | [Box Score](#) |

## Championship | Saturday, Feb. 28, 2026

No. 1 Gustavus 75, No. 2 Saint John's 66 | [Box Score](#) |

### GAME TIMES ARE TENTATIVE

*\*Note: In the event of a double-header in the quarterfinals or semifinals with one institution hosting both men's and women's games, the women's game will be played at 5 PM, followed by the men's game at 8 PM.*

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## Admission

All tickets will be sold and purchased online via [HomeTown Ticketing](#). **There will not be cash sales at any venue**; however, spectators can purchase tickets using a mobile device, including while at the venue. Playoff tickets will go on sale after the regular season has concluded.

General Admission: \$12 (plus HTT service charge)

Students with ID: \$3 (plus HTT service charge)

Children 5 and Under: Free

\*MIAC passes accepted

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## Pay-Per-View

The 2026 MIAC Men's Basketball Playoffs will be streamed live on the [MIAC Sports Network](#) in a pay-per-view format. Individual playoff contests will be streamed for \$10 each, or \$25 for a "championship pass" to stream the entire tournament live. On-demand access to playoff games will be available after the NCAA Tournament concludes.

The [MIAC Sports Network Help Page](#) provides guidance and links to help fans navigate the streaming platform. [Hudl Customer Support](#) is also available by email or 24/7 chat to assist with any issues.

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## Playoff Apparel

Official playoff apparel will be available for online purchase via the [MIAC Shop powered by UNRestricted MKTG](#). The online MIAC Shop features officially licensed short-sleeve t-shirts, long-sleeves, and hooded sweatshirts to commemorate the 2026 playoff tournament. Team champion apparel will be added and available for purchase shortly after the championship game.

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## Tiebreakers

Seeding for the MIAC Basketball Playoffs will be determined by the regular-season Conference standings. In case of a tie, the following formula will be used (revised 5/25, 5/24):

### Two-team tie:

1. Head-to-head results
2. Winning percentage versus other conference teams in descending order of final standings
  1. When arriving at another pair of tied teams while comparing records, use each team's winning percentage against the collective tied teams as a group (before their own tie-breaking procedures), rather than the performance against the individual tied teams.
  2. When comparing records against a single team or a group of teams, the higher winning percentage shall prevail, even if the number of games played against the team or group is unequal (i.e., 2-0 is better than 3-1, but 2-0 is not better than 1-0).
3. Point differential between tied teams (added 5/25)
4. Coin flip

### Multiple-team tie:

1. Results of head-to-head competition during the regular season.
  1. When comparing results against the tied teams, teams will be seeded based on the winning percentage among the group, even if the number of games played against the team or group is unequal (i.e., 2-0 is better than 3-1, but 2-0 is not better than 1-0).
  2. If all teams in the group are separated based on winning percentage, all ties are broken.
  3. If the winning percentage among the group for any tied teams is equal, the tie-breaker procedures will continue down the list with those specific tied teams only (e.g. if there is a four-team tie, one team is 4-0, another is 3-1 and the last two are 2-2 among the group, the two teams that are 2-2 move on in the tie-breaking procedure and the teams that are 4-0 and 3-1 assume the next two available highest seeds).
  4. Teams can be separated from the top, middle, or bottom. The objective is to break the tie. e. If a team or teams are separated from the group based on step a, seeding for remaining teams among the group is not determined by head-to-head record vs. the remaining teams, but rather by taking all remaining teams to the next tie-breaker.
2. If the remaining teams are still tied, then each tied team's record shall be compared to the team occupying the highest position in the final regular-season standings, continuing down through the standings until one team gains an advantage.
  1. When arriving at another pair of tied teams while comparing records, use each team's winning percentage against the collective tied teams as a group (before their own tie-breaking procedures), rather than the performance against the individual tied teams.
  2. When comparing records against a single team or group of teams, the higher winning percentage shall prevail, even if the number of games played against the team or group is unequal (i.e., 2-0 is better than 3-1, but 2-0 is not better than 1-0).
3. Point differential among tied teams (added 5/25)
4. Coin flip