NZ U18 / NZ U20 DUNEDIN TOUNAMENT 2020

ENTRY LIST BY TEAM

As of FRI 4 DEC 2020

NZ U20 - NEW ZEALAND U20

No.	Name	Pos.	Shoots/ Catches	Height m / ft in	Weight kg / lbs	Date of Birth	Citizenship
16	BAUMGARTNER Carlin	F	R	1.77 / 5'10"	72 / 159	22 AUG 2001	NZL
20	BIALIK Barr [N]	GK	L	1.84 / 6'0"	70 / 154	13 SEP 2003	NZL
22	BOUL Haydn	F	L	1.85 / 6'1"	68 / 150	4 AUG 2001	NZL
1	CAREY Timothy	GK	L	1.83 / 6'0"	80 / 176	4 APR 2003	NZL
10	FLIGHT Jackson	F	R	1.78 / 5'10"	88 / 194	20 SEP 2002	NZL
6	GREGORY Noah	F	R	1.70 / 5'7"	62 / 137	6 DEC 2001	NZL
9	HAYWARD-JONES Flynn	D	R	1.85 / 6'1"	73 / 161	5 DEC 2002	NZL
7	HAYWARD-JONES Nash	D	R	1.75 / 5'9"	75 / 165	14 APR 2005	NZL
5	HURRING Max	D	R	1.91 / 6'3"	78 / 172	12 SEP 2001	NZL
15	KENNEDY Liam	D	L	1.80 / 5'11"	105 / 231	16 AUG 2001	NZL
13	McINTYRE Jake	F	R	1.78 / 5'10"	70 / 154	24 DEC 2001	NZL
14	PRINSLOO Jacques	F	R	1.84 / 6'0"	83 / 183	1 FEB 2001	NZL
2	REID Isaak	D	R	1.89 / 6'2"	85 / 187	21 MAY 2001	NZL
19	ROBBIE Jack	F	R	1.77 / 5'10"	70 / 154	13 FEB 2002	NZL
99	SHOTS FOR North Island	F	L	1.80 / 5'11"	85 / 187	25 JUL 1976	NZL
8	SNOAD Zac	F	R	1.82 / 6'0"	85 / 187	7 JUN 2002	NZL
12	SWIFT Jack	F	R	1.82 / 6'0"	68 / 150	22 SEP 2001	NZL
18	TAILLON Luc	F	L	1.74 / 5'9"	65 / 143	20 NOV 2004	NZL
21	THOMAS Timothy	F	R	1.72 / 5'8"	60 / 132	20 JUN 2003	NZL
24	van SLOOTEN Nathan	D	R	1.88 / 6'2"	76 / 168	24 JUL 2001	NZL
	VESPER Max	F	R	1.81 / 5'11"	74 / 163	3 SEP 2001	NZL

Total: 19 players and 2 goalkeepers

Team officials:

Function	Name	Citizenship	Date of Birth
Team Head Coach:	DAIGLE Justin	CAN	1 JAN 1989
Team General Manager:	FLIGHT Nick	NZL	
Team Physiotherapist:	WAN YING Valerie	NZL	25 SEP 1987

Note:

Prior to the initial directorate meeting, which occurs before the team's participation in the competition, there may be a large number of players included in this output. Following that meeting the team's roster will be reduced to no more than the maximum number of players allowed.

Legend:								
D		Defence	F	Forward	GK	Goalkeeper	L	Shoots or catches Left
No	ο.	Jersey Number	Pos.	Position	R	Shoots or catches Right		