

### **NEW ZEALAND MIDGET U16 ICE HOCKEY LEAGUE**



## **ENTRY LIST BY TEAM**

As of WED 6 APR 2016

# **CBY** - Canterbury

No Name	Pos	Shoots/ Catches	Height m / ft in	Weight kg / lbs	Date of Birth	Citizenship
36 APPS Bradley	F	R	1.83 / 6'0"	88 / 194	29 SEP 1995	NZL
42 BROWN Shaun	F	L	1.80 / 5'11"	75 / 165	29 JAN 1998	NZL
23 CANTLON Finn	F	R	1.75 / 5'9"	70 / 154	1 FEB 1998	NZL
34 DALLIMORE Liam	F	R	1.80 / 5'11"	76 / 168	31 MAY 1996	NZL
20 HOTCHIN Max	GK	L	1.65 / 5'5"	65 / 143	2 MAR 1996	NZL
28 JAGAU Kevin	F	R	1.75 / 5'9"	75 / 165	27 NOV 1995	NZL
31 JOHNSON Taylor	GK	L	1.75 / 5'9"	75 / 165	7 FEB 1997	NZL
27 KENNEDY Mason	D	R	1.78 / 5'10"	76 / 168	27 MAY 1997	NZL
22 KENNEDY Tayler	D	R	1.80 / 5'11"	74 / 163	8 APR 1995	NZL
30 LEE Daniel	GK	L	1.85 / 6'1"	85 / 187	25 APR 1997	NZL
26 LOUW Joshua	D	R	1.84 / 6'0"	77 / 170	12 SEP 1996	NZL
32 McBRIDE Harry	F	R	1.75 / 5'9"	75 / 165	21 FEB 1996	NZL
25 MILLER Greg	F	L	1.75 / 5'9"	75 / 165	1 JAN 1995	USA
29 MILLER Hayley	D	L	1.65 / 5'5"	65 / 143	1 JAN 1997	USA
35 MONK Daniel	D	R	1.75 / 5'9"	75 / 165	14 JAN 1996	NZL
21 RATCLIFFE Jacob	F	R	1.70 / 5'7"	68 / 150	3 SEP 1997	NZL
99 SHOTS FOR Cby U16	UNDE	UNDEF	/	/	1 JAN 1900	NZL
38 SWEENEY Regan	F	R	1.65 / 5'5"	65 / 143	3 APR 1997	NZL
39 WILLIAMS Josh	D	R	1.80 / 5'11"	80 / 176	2 FEB 1995	NZL
24 WUNDERICK Karl	D	R	1.80 / 5'11"	80 / 176	3 APR 1998	NZL
T. (.) 47   10   11						

Total: 17 players and 3 goalkeepers

### Team officials:

Function	Name	Citizenship	Date of Birth
Head Coach:	KASZALA Janos	HUN	1 JAN 1900
Assistant Coach:	JOHNSON Mike	CAN	1 JAN 1900
General Manager:	KENNEDY Kasheen	NZL	1 JAN 1900
Team Staff:	DALLIMORE Gary	GBR	1 JAN 1900

#### 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	Jersey Number	Pos	Position	R	Shoots or catches Right		