



TEAM LONG LIST

As of THU 31 AUG 2017

CBY - Canterbury

No	Name	Pos	Shoots/ Catches	Height m / ft in	Weight kg / lbs	Date of Birth	Citizenship
2	ARGYLE Connor	F	R	1.72 / 5'8"	72 / 159	2 JAN 2001	NZL
22	BOUL Haydn	F	L	1.85 / 6'1"	64 / 141	4 AUG 2001	NZL
54	BURRELL Tom	D	R	1.62 / 5'4"	53 / 117	21 MAY 2003	AUS
35	CAREY Timothy	GK	L	1.82 / 6'0"	70 / 154	4 APR 2003	NZL
50	CHIPLIN Daniel	GK	R	1.55 / 5'1"	59 / 130	3 MAR 2004	NZL
28	FAHEY Aston	F	R	1.78 / 5'10"	65 / 143	30 MAR 2001	NZL
1	FORBES Finley	GK	L	1.71 / 5'7"	53 / 117	25 JAN 2002	NZL
100	FORBES Lilly	GK	L	1.53 / 5'0"	56 / 123	22 JUN 2003	NZL
9	HEALE Abbey	D	R	1.55 / 5'1"	50 / 110	30 MAR 2001	NZL
6	HIGGINS Kieran	F	R	1.60 / 5'3"	53 / 117	2 FEB 2003	NZL
16	KENNEDY Liam	D	L	1.78 / 5'10"	90 / 198	16 AUG 2001	NZL
12	MUIR Fin	F	R	1.75 / 5'9"	60 / 132	4 JUL 2003	NZL
7	PRINSLOO Jacques	F	R	1.80 / 5'11"	80 / 176	1 FEB 2001	NZL
27	ROGERSON Ollie	F	R	1.85 / 6'1"	70 / 154	11 APR 2001	NZL
38	RUSSEK James	F	R	1.79 / 5'10"	72 / 159	22 JAN 2003	NZL
56	SHEPPARD Alex	D	R	1.65 / 5'5"	65 / 143	5 DEC 2001	NZL
99	SHOTS FOR Cby U16	F	R	1.75 / 5'9"	75 / 165		NZL
66	SWIFT Jack	F	L	1.68 / 5'6"	60 / 132	22 SEP 2001	NZL
71	TAPPIN Luke	F	R	1.60 / 5'3"	50 / 110	20 OCT 2003	NZL
11	THOMAS Timothy	F	R	1.64 / 5'5"	50 / 110	20 JUN 2003	NZL
24	van SLOOTEN Nathan	D	R	1.87 / 6'2"	68 / 150	24 JUL 2001	NZL
33	WICKENS Nicholas	F	R	1.63 / 5'4"	58 / 128	10 MAY 2003	NZL

Total: 18 players and 4 goalkeepers

Team officials:

Function	Name	Citizenship	Date of Birth
Head Coach:	SWIFT Blacke	CAN	
Assistant Coach:	REID Cole	NZL	
General Manager:	THOMAS Malcolm	NZL	21 JUL 1951
Team Leader:	KIKSTRA Claire	NZL	17 JUL 1975

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