

ENTRY LIST BY TEAM

As of TUE 17 NOV 2015

BSW - Botany Swarm

No	Name	Pos	Shoots/ Catches	Height m / ft in	Weight kg / lbs	Date of Birth	Citizenship
10	AISH Rene	D	R	1.81 / 5'11"	98 / 216	26 DEC 1972	NZL
19	BALL KC	F	R	1.71 / 5'7"	75 / 165	26 JUN 1975	NZL
16	BUSHMAN Scott	D	L	1.90 / 6'3"	90 / 198	1 JAN 1975	CAN
11	CUDDY Tom	F	R	1.84 / 6'0"	70 / 154	15 JUN 1985	NZL
23	DOWN Corey	D	R	1.80 / 5'11"	95 / 209	18 FEB 1979	NZL
18	DUVAL Jon	F	L	1.83 / 6'0"	82 / 181	1 JAN 1980	USA
6	GRIMES Ryan	F	R	1.76 / 5'9"	70 / 154	13 MAR 1988	NZL
13	HAY Andrew	D	R	1.82 / 6'0"	95 / 209	25 JUN 1985	NZL
2	HAY Joshua	F	R	1.82 / 6'0"	87 / 192	2 DEC 1988	NZL
14	HUBER Georg	F	R	1.98 / 6'6"	88 / 194	13 MAY 1988	NZL
9	IDOINE Lyle	D	R	1.86 / 6'1"	90 / 198	7 JUL 1988	NZL
20	LYLE Phillip	F	R	1.80 / 5'11"	80 / 176	21 JUL 1975	NZL
12	McNABB Calvin	D	R	1.75 / 5'9"	70 / 154	19 NOV 1986	NZL
4	MILLAR Simon	D	R	1.85 / 6'1"	75 / 165	1 JAN 1981	NZL
1	NOTHLING Zak	GK	L	1.92 / 6'4"	99 / 218	21 MAR 1989	NZL
30	O'CALLAGHAN Kenneth	GK	L	1.75 / 5'9"	71 / 157	28 NOV 1983	NZL
17	OAK Mitchell	D	R	1.81 / 5'11"	92 / 203	1 NOV 1985	NZL
28	PARRY Rick	GK	L	1.80 / 5'11"	85 / 187	2 NOV 1987	NZL
7	PILGRIM George	F	L	1.85 / 6'1"	80 / 176	4 JUN 1971	CAN
99	SHOTS FOR Bsw	UNDEF	UNDEF	/	/	1 JAN 1900	NZL
15	SOMERVILLE Aaron	F	L	1.85 / 6'1"	80 / 176	2 FEB 1980	CAN
5	THOMPSON Leith	D	R	1.85 / 6'1"	88 / 194	16 MAR 1986	NZL
8	TOOVEY Jason	F	R	1.70 / 5'7"	80 / 176	1 FEB 1980	NZL

Total: 20 players and 3 goalkeepers

Team officials:

Function	Name	Citizenship	Date of Birth
Head Coach:	KAISSER Andreas	GER	1 JAN 1900
Assistant Coach:	PILGRIM George	CAN	1 JAN 1900
General Manager:	PARRY John	NZL	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