



## ENTRY LIST BY TEAM

As of THU 25 JUL 2019

### AKL - Auckland

No.	Name	Pos.	Shoots/ Catches	Height m / ft in	Weight kg / lbs	Date of Birth	Citizenship
3	ALLEN Jesse James	F	R	1.70 / 5'7"	50 / 110	20 MAY 2005	NZL
6	ARANDJUS Luka	D	L	1.60 / 5'3"	68 / 150	21 NOV 2005	NZL
18	BLONG Katya	F	L	1.72 / 5'8"	60 / 132	4 MAY 2005	NZL
22	BOEHME Louis	F	L	1.43 / 4'8"	35 / 77	15 DEC 2006	NZL
20	BOEHME Oscar	D	L	1.54 / 5'1"	50 / 110	3 OCT 2005	NZL
21	BUTLER Vincent	F	L	1.50 / 4'11"	37 / 82	21 SEP 2004	NZL
17	CHAMBERLIN Sebastian	D	R	1.64 / 5'5"	70 / 154	23 NOV 2005	NZL
31	CROFT Gavin	GK	L	1.45 / 4'9"	49 / 108	19 SEP 2004	CAN
23	CUNNINGHAM Andrew	F	L	1.49 / 4'11"	35 / 77	5 APR 2006	NZL
15	DALMATAU Ivan	F	L	1.72 / 5'8"	53 / 117	13 JAN 2005	BLR
5	JANOUSEK Max	F	L	1.58 / 5'2"	45 / 99	25 SEP 2006	NZL
14	JONES Nash	D	R	1.71 / 5'7"	75 / 165	14 APR 2005	NZL
24	KOPTEV Dmitrii	F	L	1.55 / 5'1"	40 / 88	9 APR 2006	RUS
27	NARAYAN Sam	GK	R	1.53 / 5'0"	50 / 110	19 AUG 2005	CAN
30	PRICE Caleb	GK	L	1.64 / 5'5"	45 / 99	17 NOV 2006	NZL
7	STANSFIELD Harrison	D	R	1.68 / 5'6"	58 / 128	11 JUN 2005	NZL
10	STEEN Josh	F	R	1.59 / 5'3"	53 / 117	1 NOV 2005	NZL
11	STEPHEN Sebastian	D	R	1.58 / 5'2"	45 / 99	12 OCT 2005	CAN
8	TANG Daniel	D	L	1.67 / 5'6"	56 / 123	11 MAR 2006	NZL
4	TAYLOR William	F	R	1.48 / 4'10"	34 / 75	14 MAY 2006	NZL
26	VESSEY Rico	F	R	1.61 / 5'3"	47 / 104	30 MAR 2007	NZL
9	WIMMER Lennart	F	L	1.60 / 5'3"	50 / 110	10 AUG 2006	NZL

**Total:** 19 players and 3 goalkeepers

#### Team officials:

Function	Name	Citizenship	Date of Birth
<b>Team Assistant Coach:</b>	BOEHME Geoff	FRA	
<b>Team General Manager:</b>	CHAMBERLIN Stephen	NZL	

#### 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