



## ENTRY LIST BY TEAM

As of THU 8 OCT 2020

## DND - Dunedin

No.	Name	Pos.	Shoots/ Catches	Height m / ft in	Weight kg / lbs	Date of Birth	Citizenship
27	AUDAS Ian	D	L	1.76 / 5'9"	62 / 137	24 FEB 2005	CAN
48	BARY Oliver	F	L	1.65 / 5'5"	55 / 121	25 APR 2005	NZL
30	BYCK Breane	GK	L	1.70 / 5'7"	55 / 121	29 MAR 2005	NZL
18	CROSSAN Benji	D	R	1.76 / 5'9"	65 / 143	13 JUN 2003	NZL
11	DOUGHERTY Aidan	D	R	1.78 / 5'10"	60 / 132	1 MAR 2003	NZL
72	DOUGHERTY Feilim	F	L	1.82 / 6'0"	77 / 170	22 MAY 2005	NZL
31	KNOWLES Connor	F	R	1.83 / 6'0"	74 / 163	28 JAN 2003	NZL
41	LEWIS Jack	F	R	1.81 / 5'11"	74 / 163	2 JUN 2005	NZL
37	LINTON Flynn	F	R	1.88 / 6'2"	75 / 165	3 NOV 2003	NZL
26	LINTON Oliver	F	R	1.69 / 5'7"	55 / 121	12 MAR 2005	NZL
32	POWER Alex	GK	R	1.83 / 6'0"	70 / 154	14 MAY 2003	NZL
89	ROLFE Connor	F	R	1.81 / 5'11"	80 / 176	29 JAN 2003	AUS
36	RYALL Hamish	F	R	1.70 / 5'7"	61 / 134	12 SEP 2005	NZL
45	RYALL Isaac	D	R	1.75 / 5'9"	64 / 141	20 FEB 2004	NZL
99	SHOTS FOR Dnd	F	R	1.75 / 5'9"	75 / 165		NZL
46	SIMPSON Max	F	R	1.77 / 5'10"	65 / 143	9 JUN 2005	NZL
88	STITELY Adam [N]	D	R	1.80 / 5'11"	68 / 150	9 MAY 2003	NZL
44	WASELL Max	F	R	1.70 / 5'7"	63 / 139	24 AUG 2004	NZL
23	WEEKLEY Tristan	D	R	1.96 / 6'5"	96 / 212	15 AUG 2003	NZL

Total: 17 players and 2 goalkeepers

## Team officials:

Function	Name	Citizenship	Date of Birth
<b>Team Head Coach:</b>	HEYD Paris	NZL	
<b>Team Assistant Coach:</b>	BYCK Mike	CAN	
<b>Team Assistant Coach:</b>	CABRAL Jaydee	NZL	
<b>Team Assistant Coach:</b>	DOUGHERTY Bret	NZL	
<b>Team General Manager:</b>	AUDAS Richard	CAN	
<b>Team Leader:</b>	LEWIS Jodie	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

