



ENTRY LIST BY TEAM

As of SAT 11 SEP 2021

FJO - Fjölnir

| No. | Name | Pos. | Shoots/ Catches | Height m / ft in | Weight kg / lbs | Date of Birth | Citizenship |
|-----|----------------------|------|--------------------|---------------------|--------------------|---------------|-------------|
| 29 | ALENGAARD Emil | F | R | / | / | 19 NOV 1987 | ICE |
| 3 | ASPAR Stigur | D | R | / | / | 27 JAN 2002 | ICE |
| 91 | ATLASON Mikael | F | R | / | / | 25 JUL 2003 | ICE |
| 34 | BARRON Drew Jakob | F | L | / | / | 20 NOV 1997 | ICE |
| 7 | EGILSSON Sölvi | F | R | / | / | 15 OCT 2003 | ICE |
| 14 | FRIDRIKSSON Hjalti | D | R | / | / | 4 OCT 1992 | ICE |
| 83 | INGASON Steindor | D | R | / | / | 5 APR 1994 | ICE |
| 6 | JOHANNESSON Kristjan | D | R | / | / | 24 JUN 2005 | ICE |
| 77 | KARVELSSON Arnar | F | R | / | / | 16 FEB 2005 | ICE |
| 19 | KRISTINSSON Kristjan | F | R | / | / | 16 AUG 1998 | ICE |
| 9 | PALSSON Robert | D | L | / | / | 19 JUL 1991 | ICE |
| 84 | PYSHAKOV Iaroslav | D | R | / | / | 3 FEB 1999 | ICE |
| 98 | SKOT Mark | F | R | / | / | 18 NOV 1949 | ICE |
| 12 | SVAVARSSON Viktor | D | R | / | / | 15 JUL 1994 | ICE |
| 25 | SVERRISSON Hilmar | F | R | / | / | 25 MAR 1998 | ICE |
| 72 | VALDIMARSSON Atli | GK | R | / | / | 29 JAN 1996 | ICE |
| 21 | VALGEIRSSON Orri | F | R | / | / | 18 APR 2001 | ICE |
| 88 | VIDAL Thomas | F | R | / | / | 18 APR 1997 | ICE |

Total: 17 players and 1 goalkeepers

Team officials:

| Function | Name | Citizenship | Date of Birth |
|-------------------------|---------------|-------------|---------------|
| Team Head Coach: | BRAGASON Ingi | ICE | 23 JUL 1965 |

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