

Linesheet

Spieltag 31	Saison Saison 2014/2015	Heim EVL Landshut Eishockey	Gast Starbulls Rosenheim
Datum 28.12.2014	Zeit 17:00	Spielort Eisstadion am Gutenbergweg	



EVL Landshut Eishockey						Aufstellung			
Pos.	#	Name	Geburtstag	Lizenz	Bis	FL	Links		Rechts
D	5	Draxinger, Tobias	1985-01-03	EVL14022			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
D	6	Rogl, John	1996-05-03	EVL14041					
F	9	Thornton, Cody	1986-07-16	EVL14004			<input type="checkbox"/>	<input type="checkbox"/>	
C	16	Walch, Yannis	1995-04-25	EVL14065					
D	18	Gawlik, Andreas	1989-11-30	EVL14031			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
F	19	Jarrett, Patrick	1984-02-06	EVL14001					
D	21	Geipel, Andreas	1979-11-02	EVL14026			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
F	22	Sedlar, Marco	1995-08-30	EVL14045					
F	25	Fenton, Paul-John	1985-08-26	EVL14002			<input type="checkbox"/>	<input type="checkbox"/>	
G	31	Eisenhut, Marco	1994-11-01	EVL14081			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
F	41	Trew, Bill	1974-01-01	EVL14030					
G	45	Englbrecht, Maximilian	1990-07-17	EVL14024			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
F	49	Endraß, Michael	1988-09-18	EVL14023					
F	61	Staubitz, Brad	1984-07-28	EVL14007			<input type="checkbox"/>	<input type="checkbox"/>	
F	62	Rinke-Leitans, Eddy	1991-07-26	EVL14083			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
F	77	Morris, Ty	1984-02-02	EVL14027					
F	81	Forster, Maximilian	1990-09-19	EVL14025			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
F	87	Doyle, Kyle	1981-04-27	EVL14033					
F	91	Wild, Ludwig	1995-01-03	EVL14062			<input type="checkbox"/>	<input type="checkbox"/>	
D	96	Baumgartner, Peter	1986-07-22	EVL14032					
							Torhüter		
							Start	2	NT
							<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Mannschaftsführer: _____

Stand: 05.07.2017 20:02