

## Inaugural 2003 MAPS / CAPS CHALLENGE



Friday, Saturday & Sunday - July 25, 26 & 27, 2003  
At Fort Dix, NJ - Boys Teams - U11 thru U16

An Innovative New Format for  
Great Soccer, Great Competition, Great Fun  
Three Days - Five Games - Elite Teams Only

### INAUGURAL MAPS CAPS CHAMPS!

#### CHALLENGERS

U16 FC Premier PA  
U15 Lehigh Vly Premier PA  
U14 JPSC Pitbulls NY  
U12 NASA United NJ

#### MAPS TEAMS

Princeton Union NJ  
TBAA Fusion NJ  
Centennial Strikers NJ  
Hunterdon Utd Fury NJ

### SCORES & RESULTS

[U16 BOYS](#)

[U15 BOYS](#)

[U14 BOYS](#)

[U13 BOYS](#)

[U12 BOYS](#)

### PHOTO GALLERIES

[Man-To-Man Game Action](#)

[Goalmouth Action](#)



MAPS CAPPED CHAMPIONS! NASA UNITED

(back of cap has 2003 CHAMPIONS embroidered as well)

Here's how it works ---

## THE CHALLENGE

In each Age Group, FIVE teams form a MAPS Flight and FIVE teams form a CHALLENGER Flight.

The teams in the CHALLENGER Flight each play a round-robin schedule against every team in the MAPS Flight (and obviously vice versa).

Five teams in the opposing flight means five seventy-minute games, two a day on Friday and Saturday, and one on Sunday. (60 minute games at U11.)

And if you're paying attention, that means that teams in a Flight don't ever play the other teams in their Flight, only the teams in the *opposing* Flight. Which leads to the topic of...

## THE AWARDS

First, a digression: Why is this called the MAPS CAPS CHALLENGE? A Cap, for those woefully deficient in soccer lore, is a designation for how many times a player has played for his national team, originating in England when initial participants in international matches were gifted with practical wool caps for their efforts. We pay homage to this bit of soccer tradition by awarding a CAP to the worthy players on teams distinguishing themselves in the Challenge.

Not just *any* CAP, but one the recipient would be honored to wear or just display from a ceremonial peg at home. A sponsored cap with the CJYSA MAPS logo embroidered on it, along with a second embroidered logo that proclaims proudly to the world "2003 MAPS CAPS CHALLENGE CHAMPION".

The team with the best record in each Flight wins Caps for its players. In each age group, a Cap gets awarded to the best record in the MAPS Flight and the best record in the CHALLENGER Flight.

Again, if you're paying attention here, that means teams never actually play the teams against which they are competing for Caps! The caps are awarded for the best record against a common set of opponents.

## THE CHALLENGE AGE GROUPS

Challenges are being scheduled in the following age groups:

U-11 BOYS - U-12 BOYS - U-13 BOYS - U-14 BOYS - U-15 BOYS - U-16 BOYS  
U-12 GIRLS - U-13 GIRLS - U-14 GIRLS - U-15 GIRLS - U-16 GIRLS

Several Age Groups are expected to have two separate Challenges contested, as interest in those groups appears to be exceptionally high (and the venues will support the additional teams).

The Age Groups are based on the 2002-03 Seasonal Year. (Note that this is the last weekend of activity before the 2003-04 Seasonal Year begins.)

## THE MAPS TEAMS

MAPS teams in each participating Age Group are invited to indicate in writing (by email to [CJYSAMAPS@aol.com](mailto:CJYSAMAPS@aol.com)) their interest in participating in the Challenge. The Age Group Commissioner in conjunction with the Challenge Organizing Committee will select the five teams and two alternates for this year's Challenge.

To be eligible, a team has to be registered with, and have played in MAPS during the 2002-03 seasonal year. As MAPS starts at the U13 age level, the U12 boys teams will be selected from current CJYSA teams that are projected to play in MAPS during the upcoming 2003-04 seasonal year.

MAPS teams will be selected upon consideration of their performance in league play, State Cup and other major tournaments during the past year. Between MAPS teams of similar credentials, participation and performance in MAPS play will be given weighted consideration. Acceptances are not reviewable.

## THE CHALLENGERS

All teams that are not currently, and have never played in MAPS are invited to apply for the Challenge.

Teams must indicate their interest in writing (by email to [CJYSAMAPS@aol.com](mailto:CJYSAMAPS@aol.com)). After initial screening, teams will be sent an application.

Selection will be based on quality of performance in State Cup and major tournaments, as well as local league play. Geographic diversity will influence acceptances: preference will go to quality teams from state associations not currently represented by existing MAPS teams.

## ROLLING ACCEPTANCES

This is a true INVITATIONAL event. Consequently, acceptances may be made on a rolling basis, and accepted teams will be posted as they occur. All brackets are anticipated to be filled by mid-Spring.

## THE COST

\$550 for five games guaranteed.

Payment must be received within seven days of acceptance (but no sooner than May 20), or teams will be replaced by designated alternates.



## FLIGHT STANDINGS

Points are awarded for results in each game, up to a maximum of Ten points.

Six points for a Win

Three points for a Tie

No points for a Loss

One point for a Shutout, regardless of outcome.

One point for each Goals Scored Differential, up to a maximum of Three Points per game.

Forfeit Wins are scored as 2-0 games.

## GUEST PLAYERS

Teams may use up to five guest players, provided the Challenge roster does not exceed 18 players, including those carded to the team plus guests.

## SCHEDULING GAMES & ENJOYING NEW JERSEY IN THE SUMMER

While we anticipate some serious and hard-fought soccer on the field, we are also aware that the age groups involved are still youngsters who deserve some summer fun and exposure to other experiences.

Consequently, we have created a schedule that consciously tries to permit players and teams to enjoy being in central New Jersey on a summer weekend.

Friday and Saturday games begin at 8:30, 9:55, 11:20, 12:45, 2:10, 3:35, 5:00 and 6:25.

Teams will have a one-game rest between games. Teams playing their second game of the day will always face an opponent also playing their second game, so conditions should be equitable.

Teams that play 8:30 / 11:20 or 9:55 / 12:45 on Friday will play 2:10 / 5:00 or 3:35 / 6:25 on Saturday. And vice versa.

That means, between Friday and Saturday, teams will have one day when their games do not start before 2:00 PM and another day when their games will have ended by 2:00 PM (barring weather-related complications). That creates at least one tournament day when teams have an entire afternoon free to go somewhere or do something.

What to do in the area? The Jersey Shore and its boardwalk is about 45 minutes heading east from Fort Dix, and historic Center City Philadelphia is about 45 minutes heading west from Fort Dix. Six Flags / Great Adventure is less than half an hour away, and we have reduced cost passes for interested teams. We hope to create a listing of these and other attractions on this website as time goes on.

You may want to be conscious of these options when determining in which direction from tournament venues to book your hotel.

Sunday's schedule is mindful of teams seeking to get away, so game times move up forty minutes with a first game of the day kickoff at 8:00 AM. All games on Sunday will be over by 6:00 PM, and only two age groups will be going even that late.

