It sounds like the best solution is to make it so that you can only change teams within the first 2 minutes of a game. After that, if you change teams, you should get NO ladder points.

Implementing this would be tricky but not impossible, it would probably require jonwil adding a new console command via scripts.dll, that would toggle a players ladder-points accumulation - This way regulation bots can set a specific player(s) ladder points to zero.

It may also be possible with the code that SK wrote, so that it has a console command to simply flag a player, and once flagged it would report them with zero points to the ladder server.