Blazer wrote on Wed, 09 May 2007 19:54It 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.

But should you do it so that it adds the points they have accumulated prior to that change?