Some server bots detects 56k players as using the BW exploit (as is obviously happening here) this can result in either a warning in IRC and bw being reset to max or an instant kick (perhaps this is what gozy meant by not allowing 56k'ers?).

Having 56k is definately not an advantage, being able to lower your bandwidth so much that everyone walks in straight lines in to walls so you can shoot them in the head (ie: BW exploit) is and this is the reason you have a problem, the bots seem incapable of distinguishing 56k players from cheaters.

Someone playing on a slower connection makes zero difference to the server or other players in game - it only affects the player concerned.

The solution? don't try and play online games on dial up, this is 2007 get a decent net connection. I get an 8mb unlimited connection for £4.99 ($9.50 ish) a month.