Then using the cGameData class ("unsigned int TimeLimit_Minutes;" and "float TimeRemaining_Seconds;" along with "char *MapName;"), you could add some code to the server to determine how long the map has left to play, and if it is 2 seconds left, aswell as being your actual map that's being played, then do something similar to what Zack described.
If Zack doesn't do it for you then I will. But please note to actually run this map server owners would have you use this custom scripts.dll.

There are probably other ways using irc scripts and such, but this is the only way that I know of to ensure it works properly as you want it to.