Using chat commands for veterans players is a bit tacky imho, no offence intended to anyone who does use this, but I just don't like it very much.

And easy way around this ssnipe is to set a boolean when the command is used, then attach a script to some gameobject that has a timer expired event. On the timer expired event set the boolean back to false.
Make one of the conditionals of using the chat hook that the boolean must be false.