I was using the latest version of gamespy.pm from the SVN when I found that %playerList was misspelled; I don't know if it's like that in the older versions. Regardless, RenList doesn't correctly implement the team logic at this time, so the player list may still act a little funny. Adad has been notified, though.

On our server through RenList, the first player's team would get messed up in some way, so I commented it out for the time being until RenList can be fixed.

EDIT: Duly noted about using plugins:: namespace, I didn't bother to look if that function was present in there. I will next time.