Although they are both called 'ping', you're probably not comparing the same things. Renegade's ping includes processing on both the sending and receiving end, this can easily add a few dozen milliseconds to the ping. Other games likely use raw ICMP pings or something, which may show smaller values.

It may be that the Renegade packet processing takes a little long; part of that problem has been addressed in TT, but don't expect to see values equal to those in other games.