I think it is hard to rate maps towards usage in a server.
Mostly the guy that set it up will determine which maps will run regardless of what rating you apply.

The same goes for the TT server atm.
I mean how did C&C_enterway end up in the mapcycle?
(no offence but that map isn't finished at all, just boxes slammed through each other)

The part of proper mapconstruction has however never really bothered people to play the maps (Something like C&C_Sunken2 gets played, heck one of the harvesters doesn't work?)

Though now it would be a great opportunity to either fix up the broken maps or temporarily stop using them.

Depending on the time I have I can either help you guys out with rating or creating fixed versions of certain maps. (if the rating shows the maps needs / is worth fixing)