Firstly, no KOTH script per se yet.
But it might be possible to do KOTH via a combination of existing scripts, I dont know

As for domination, what will happen is that the zone starts out neutral.
When its captured by GDI, it starts giving points to GDI.
Then, if a nod unit enters it, it starts giving points to Nod.

If there is more than one person from a team in the zone, it will give points to that team just as though there was one person in the zone.

When the zone is captured, there is a delay, during which it wont change state.
JFW_Domination_Zone (when entered, displays 1 of 2 models and sends
Controler_ID (ID of the controller, a daves arrow or something)
Custom (what custom to send to the controler)
Nod_Preset_Name (name of the preset to use for the "Nod has captured the zone" model)
GDI_Preset_Name (name of the preset to use for the "GDI has captured the zone" model)
Neutral_Preset_Name (name of the preset to use for the "no-one has captured the zone yet" model)
Capture_Delay_Time (how many seconds to wait after its captured before the zone can change hands again)
TimerNumber (timer number for the timer)

Basicly, if something enters the zone or moves within it during the capture delay, nothing happens. But, if something moves within the zone or enters it after the capture delay is over, it will trigger.