You need to put the .mix on the end of the map names

It only gives error for that one because its the first it comes to.

Oh, and gozy, those two dont actually HAVE to be the same, it will just mess the rotation up if they are no (I think anyway, I had problems with it skipping maps and it was due to those not being the same)

EDIT: oh, and remove those extra mapNamexx = lines, you dont need them to be there, and being blank will probably give the FDS a fit

Your new maplist should look like

MapName=C&C_City_Sniping.mix
MapName00=C&C_City_Sniping.mix
MapName01=C&C_Volcano_Sniping.mix
MapName02=C&C_Field_Sniping.mix
MapName03=C&C_Canyon_Sniping.mix
MapName04=C&C_Walls_Sniping.mix
MapName05=C&C_Hourglass_Sniping.mix
MapName06=C&C_Mesa_Sniping.mix