I think it's a bug in pinfo, crashing whenever the ping cannot be determined (and I guess that happens when ppl leave the server).
The bot executes the pinfo command when a player leaves though, which makes it crash. Most (older) bots don't use the pinfo so those won't have trouble with the bug.
I can't see why determining the ping goes wrong though, I can't exactly see when it goes wrong with the crashdump and can't reproduce the bug. It might be easier for bhs to fix it as the pinfo command is part of their code...