!donate restrictions should be set in relation with starting credits! Donate is absolute fair in the first minutes of a 8v8 game with 0 starting credits! There's still a game start with 0 characters and balance between Nod and GDI.

!donate in starting minutes only disbalances the games when there's starting credits and/or a huge amount of players that would all donate to the same player (read: doesn't happen in public servers).

I'm simplifying it a bit, but it's the principle that counts for me: !donate restrictions should be set in relation with starting credits.