Alright, I'm thinking about adding the following:

-Don't do anything when there's only one player in-game.
-Add an option to disable checking score if Power Plant and/or Refinery is down.
-Add an option to PM a player if he's marked AFK (but don't do any kicking)

Have the code mark a player AFK during a check when first:

-He hasn't gained points (with the threshold logic taken in account and the option to disable checking points when PP/Ref is destroyed).
-When his position hasn't changed within a small renefeet threshold.
-If his facing hasn't changed.

And if he doesn't do any of the following:
-When he hasn't fired any shots.
-Doesn't speak.
-Doesn't enter or exit a vehicle.
-Doesn't purchase anything.

Then write to Renlog and relay with BRenbot facing/score/shotsfired/position for all of those that haven't changed. Looking like this:

[AFK] PLAYER's score(X, count: X) position(count: X, near BUILDING) shots fired with infantry(count: X) facing(count X) hasn't changed.