Download the clean map files from http://ren.game-maps.net/tt/ or use those you have on your client, and it should work.

If you are intentionally running different versions, use achash.exe to hash the client files (only those that you modified on the server) and put the hashes in data/anticheat.ini. Note that you may also need to extract the mix files and hash their contents. More details are on the server owner guide and the anti-cheat page on the TT wiki.