

(5) Provide other information relating to discharges of pollutants into [state waters] THE WATERS OF THE STATE or to introductions of pollutants into publicly owned treatment works as the administration may reasonably require.

8-1417.

Any person who violates subsections (a) or (b) of § 8-1410 is guilty of a misdemeanor. Upon conviction the person is subject to a fine or imprisonment or both for each offense as provided in [subsection (a) of this section] § 8-1416(B). Any vessel from which oil is discharged in violation of § 8-1410 (a) is liable for the pecuniary penalty specified in [subsection (a) of this section] § 8-1416(D). Clearance of a vessel from a port of the state may be withheld until the penalty is paid. The penalty constitutes a lien on the vessel.

9-501.

(c) In addition to any administrative penalty provided in this title, violation of any rule or regulation [, or restriction promulgated] ADOPTED by any unit within the Department pursuant to the provisions of this title is a misdemeanor and is punishable as provided in subsections (a) and (b).

10-308.1.

(a) In addition to the regular hunter's license, a person hunting migratory WILD waterfowl in the state first shall obtain a Maryland migratory WILD waterfowl stamp.

(b) A Maryland migratory WILD waterfowl stamp is not required of the following:

(1) The owner or tenant of farmland, his spouse and children, or the spouse of any child who resides on the farmland, when hunting on that farmland. A tenant is a person holding land under a lease, or a sharecropper who resides in a dwelling on the land, but not an employee of the owner or tenant; and

(2) Any resident serving in the Armed Forces of the United States while on leave in the state, during his leave period, if, while hunting, he possesses a copy of his leave order.

(c) A person may obtain a Maryland migratory WILD waterfowl stamp for a fee of \$1.10 from the clerk of the circuit court of any county, or the clerk of the Court of Common Pleas of Baltimore City, or from any person