- (9) AN AFFECTED EMPLOYEE RECEIVING WORK SHARING BENEFITS SHALL NOT BE ELIGIBLE FOR ANY ADDITIONAL BENEFITS, EXTENDED BENEFITS OR SUPPLEMENTAL FEDERAL UNEMPLOYMENT COMPENSATION WHILE THE AFFECTED EMPLOYEE IS FILING FOR WORK SHARING BENEFITS.
- (6) (H) AN AFFECTED EMPLOYEE WILL BE ELIGIBLE TO RECEIVE WORK SHARING BENEFITS WITH RESPECT TO A WEEK IF THE FOLLOWING CRITERIA ARE MET:
- (1) THE AFFECTED EMPLOYEE IS WORKING FOR AN EMPLOYER IN AN AFFECTED UNIT FOR WHOM A WORK SHARING PLAN HAS BEEN APPROVED BY THE SECRETARY.
- (2) THE AFFECTED EMPLOYEE IS ENTITLED TO WORK SHARING BENEFITS UNDER SUBSECTION (F) OF THIS SECTION.
- (3) THE AFFECTED EMPLOYEE IS ABLE TO WORK AND IS AVAILABLE FOR ADDITIONAL HOURS OF WORK OR FULL-TIME WORK WITH THE WORK SHARING EMPLOYER.
- (4) ANY OTHERWISE ELIGIBLE AFFECTED EMPLOYEE SHALL NOT BE DENIED BENEFITS UNDER § 4(C) OF THIS ARTICLE RELATING TO ACTIVE SEARCH FOR WORK FROM OTHER THAN THE WORK SHARING EMPLOYER.
- (5) ANY OTHERWISE ELIGIBLE AFFECTED EMPLOYEE SHALL NOT BE DENIED BENEFITS UNDER § 6(D) OF THIS ARTICLE RELATING TO REFUSAL TO APPLY FOR OR ACCEPT SUITABLE WORK FROM OTHER THAN THE WORK SHARING EMPLOYER.
- (6) ANY OTHERWISE ELIGIBLE AFFECTED EMPLOYEE WILL BE CONSIDERED UNEMPLOYED FOR THE PURPOSE OF THE WORK SHARING UNEMPLOYMENT INSURANCE PROGRAM AND WILL NOT BE SUBJECT TO THE DEFINITION OF "UNEMPLOYED" PURSUANT TO § 20(L) OF THIS ARTICLE.
- (H) (I) UNLESS THE RESULT WOULD BE INCONSISTENT WITH THIS SECTION, THE PROVISIONS OF THIS ARTICLE WHICH APPLY TO CLAIMS FOR, AND PAYMENT OF REGULAR BENEFITS APPLY TO CLAIMS FOR AND PAYMENT OF WORK SHARING UNEMPLOYMENT INSURANCE BENEFITS.
- (I) THE WORK SHARING UNEMPLOYMENT INSURANCE PROGRAM WILL NOT CONTINUE AFTER JUNE 30, 1986 UNLESS EXTENDED BY THE MARYLAND GENERAL ASSEMBLY.
- SECTION 4. AND BE IT FURTHER ENACTED, That this Act shall take effect July 1, 1984; provided, however, that the Secretary of Employment and Training shall not be required to consider approval of a work sharing plan prior to January 1, 1985.

Approved May 29, 1984.