Article 101 - Workmen's Compensation Section 21(b)(8) Annotated Code of Maryland (1985 Replacement Volume)

SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND, That the Laws of Maryland read as follows:

Article 101 - Workmen's Compensation

21.

- (b) The following shall constitute employees subject to the provisions of this act, except as exempted under subsection (c) of this section:
- (8) Any person receiving remuneration from a farmer or a dairy farmer for services performed, other than office work, and including, by way of illustration and not by way of limitation, the operation of any machinery connected with any phase of soil, crop or animal management, construction and repairs of machinery and fixtures, and the handling of any crops or animals with or without machinery whether or not performed by a seasonal or migratory farm laborer.
- (i) For the purposes of this section, a farmer is defined as one who has three (3) or more full-time employees or who has a yearly payroll for his full-time employees of at least fifteen thousand dollars (\$15,000).
- (ii) For purposes of this section, "seasonal or migratory farm laborer" means a person who is engaged in agricultural employment of a seasonal or other temporary nature and who is either (a) absent overnight from his permanent place of residence or (b) transported or caused to be transported to and from the place of employment by means of a day-haul operation.
- (iii) For purposes of this section, "seasonal or migratory farm laborer" shall not include any person who:
- A. Is employed within a 25-mile radius of his or her permanent place of residence and for not more than 13 weeks per year; and
- B. Does not operate machinery or equipment.
- SECTION 2. AND BE IT FURTHER ENACTED, That Chapter 751 of the Acts of the General Assembly of 1984 was intended to modify Article 101, § 21(b)(8) of the Code only to cover additional employees and not to exclude from coverage any person then covered. Chapter 105 of the Acts of the General Assembly of 1985