

462C.

(A) A PERSON MAY NOT PERFORM PRACTICAL PLUMBING SERVICES UNLESS THAT PERSON'S WORK IS COVERED BY:

(1) SELF-INSURANCE IN AMOUNTS REQUIRED BY THE STANDARDS FOR SELF-INSURANCE ESTABLISHED BY THE STATE INSURANCE COMMISSIONER; OR

(2) (I) LIABILITY INSURANCE FOR BODILY INJURY IN THE AMOUNT OF AT LEAST \$300,000; AND

(II) LIABILITY INSURANCE FOR PROPERTY DAMAGE IN THE AMOUNT OF AT LEAST \$100,000.

(B) PROOF OF THE INSURANCE REQUIRED UNDER SUBSECTION (A) OF THIS SECTION RELIEVES THE PERSON, FIRM, OR CORPORATION FROM FURNISHING A SEPARATE SURETY BOND IN ANY POLITICAL SUBDIVISION THAT REQUIRES A SURETY BOND UNDER LOCAL PRACTICAL PLUMBING REQUIREMENTS.

(C) THE INSURANCE REQUIRED BY SUBSECTION (A) OF THIS SECTION MAY BE CARRIED BY EITHER THE PERSON PERFORMING PLUMBING SERVICES OR THE PERSON, FIRM, OR CORPORATION THAT EMPLOYS THE PERSON DOING THE PLUMBING SERVICES.

(D) (1) ANY MASTER PLUMBER WHO ENTERS INTO ANY CONTRACT WITH A PURCHASER TO PROVIDE PRACTICAL PLUMBING SERVICES ON THE MASTER PLUMBER'S OWN BEHALF OR ON BEHALF OF A PERSON, FIRM, OR CORPORATION SHALL SUBMIT TO THE BOARD EVIDENCE OF AN INSURANCE POLICY IN WHICH THE MASTER PLUMBER IS A NAMED INSURED BEFORE THE BOARD MAY ISSUE OR RENEW THE MASTER PLUMBER'S LICENSE.

(2) THE MASTER PLUMBER SHALL NOTIFY THE BOARD OF THE CANCELLATION OF INSURANCE AT LEAST 10 DAYS BEFORE THE EFFECTIVE DATE OF THE CANCELLATION.

(E) A MASTER PLUMBER THAT IS EMPLOYED BY A PERSON, FIRM, OR CORPORATION TO PROVIDE PRACTICAL PLUMBING SERVICES IS NOT REQUIRED TO OBTAIN INSURANCE IF:

(1) THE MASTER PLUMBER DOES NOT ENTER INTO A CONTRACT WITH A PURCHASER OF PRACTICAL PLUMBING SERVICES; AND

(2) THE PERSON, FIRM, OR CORPORATION THAT EMPLOYS THE MASTER PLUMBER HAS MET THE INSURANCE REQUIREMENTS PROVIDED IN SUBSECTION (A) OF THIS SECTION.

(F) THE BOARD SHALL SPECIFY ON THE LICENSE WHETHER THE MASTER PLUMBER MEETS THE INSURANCE REQUIREMENTS OF THIS SECTION.

(G) THE BOARD MAY SUSPEND OR REVOKE THE LICENSE OF ANY MASTER PLUMBER WHO, EITHER INDIVIDUALLY OR AS AN EMPLOYEE, ENTERS