

House Bill 217

AN ACT concerning

Local Government Tort Claims - Indemnification of Law Enforcement Officers

FOR the purpose of ~~restricting~~ allowing a local government ~~from indemnifying to indemnify~~ certain law enforcement officers ~~from~~ for a certain judgment if unless the act or omission giving rise to the judgment would constitute a felony under the laws of this State; providing for the application of this Act; and generally relating to the indemnification of law enforcement officers by a local government.

BY repealing and reenacting, with amendments,

Article - Courts and Judicial Proceedings

Section 5-303

Annotated Code of Maryland

(1998 Replacement Volume)

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

Article - Courts and Judicial Proceedings

5-303.

(a) The liability of a local government may not exceed \$200,000 per an individual claim, and \$500,000 per total claims that arise from the same occurrence for damages resulting from tortious acts or omissions, including liability arising under subsection (b) of this section and indemnification under subsection (c) of this section.

(b) (1) Except as provided in subsection (c) of this section, a local government shall be liable for any judgment against its employee for damages resulting from tortious acts or omissions committed by the employee within the scope of employment with the local government.

(2) A local government may not assert governmental or sovereign immunity to avoid the duty to defend or indemnify an employee established in this subsection.

(c) (1) A local government may not be liable for punitive damages.

(2) (i) Subject to subsection (a) of this section and except as provided in subparagraph (ii) of this paragraph, a local government may indemnify an employee for a judgment for punitive damages entered against the employee.

(ii) A local government may not indemnify a law enforcement officer for a judgment for punitive damages if the law enforcement officer has been