

(iv) Section 33A (relating to breaking into a building or boat with intent to steal); or

(v) Sections 276 through 302 (relating to drugs and other dangerous substances), as they shall be amended from time to time.

(g) For purposes of this section, the term "police officer" means any person who, in an official capacity, is authorized by law to make arrests and who is:

(1) A member of the Department of State Police;

(2) A member of the Baltimore City Police Department;

(3) A member of the Baltimore City School Police Force;

(4) A member of the police department, bureau, or force of any county;

(5) A member of the police department, bureau, or force of any incorporated city or town, except Baltimore City, which is a "qualifying municipality", as defined in § 66(a)(7) and § 69 of Article 88B of this Code;

(6) A member of the Mass Transit Administration Police Force, or the Maryland Port Administration Police Force of the Department of Transportation or the Maryland Transportation Authority Police Force;

(7) A member of the University of Maryland or Morgan State University Police Force;

(8) Appointed, or given the powers of, a special policeman employed and compensated by the State for the enforcement of law and the maintenance of order on property of the State or of any of its agencies, or for the protection of such property, and includes a member of the Department of General Services security force;

(9) The sheriff of any county and whose usual duties include the making of arrests;

(10) A regularly employed deputy sheriff of any county and who is compensated by the county and whose usual duties include the making of arrests;

(11) A member of the Natural Resources Police of the Department of Natural Resources;

(12) A member of the Investigative Services Unit of the Comptroller's Office;

(13) A member of the Maryland-National Capital Park and Planning Commission Park Police;

(14) A member of the Housing Authority of Baltimore City Police Force;

(15) A member of the Crofton Police Department;