

individuals who practice massage therapy and non-therapeutic massage in certain health clubs ~~and; and altering the exemption for certain individuals working in~~ certain beauty salons.

BY repealing and reenacting, with amendments,

Article - Health Occupations

Section ~~3-5A-01(g)~~ and 3-5A-05(a)

Annotated Code of Maryland

(2000 Replacement Volume)

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

Article - Health Occupations

3-5A-01.

~~(g) (1) "Massage therapy" means the use of manual techniques on soft tissues of the human body including effleurage (stroking), petrissage (kneading), tapotement (tapping), stretching, compression, vibration, and friction, with or without the aid of heat limited to hot packs and heating pads, cold water, or nonlegend topical applications, for the purpose of improving circulation, enhancing muscle relaxation, relieving muscular pain, reducing stress, or promoting health and well-being.~~

~~(2) "Massage therapy" does not include:~~

~~(i) The diagnosis or treatment of illness, disease, or injury; [or]~~

~~(ii) The adjustment, manipulation, or mobilization of any of the articulations of the osseous structures of the body or spine; OR~~

~~(iii) THE LAYING ON OF HANDS CONSISTING OF PRESSURE OR MOVEMENT ON A FULLY CLOTHED INDIVIDUAL TO SPECIFICALLY AFFECT THE ELECTROMAGNETIC, ENERGY, OR ENERGETIC FIELD OF THE HUMAN BODY.~~

~~(3) IN PARAGRAPH (2)(III) OF THIS SUBSECTION, "FULLY CLOTHED" DOES NOT REQUIRE THE WEARING OF FOOTWEAR.~~

~~[(3)] (4) The provisions of paragraph (2) of this subsection do not preclude the application of the modalities described in paragraph (1) of this subsection to an individual who has an injury.~~

3-5A-05.

(a) (1) Except as otherwise provided in this subtitle, an individual shall be:

(i) Certified by the Board before the individual may practice massage therapy in this State; or

(ii) Registered by the Board before the individual may practice non-therapeutic massage in this State.