

ATTENTION:

The 2018 Digest of Criminal Laws is missing the language for Assault – Second Degree. The language on page 55 should read:

Assault in the Second Degree

2017 Maryland Code

Criminal Law

Title 3 - Other Crimes Against the Person

Subtitle 2 - Assault, Reckless Endangerment, and Related Crimes

§ 3-203. Assault in the second degree

Universal Citation: MD Crim Law Code § 3-203 (2017)

- (a) Prohibited. -- A person may not commit an assault.
- (b) Penalty. -- Except as provided in subsection (c) of this section, a person who violates subsection (a) of this section is guilty of the misdemeanor of assault in the second degree and on conviction is subject to imprisonment not exceeding 10 years or a fine not exceeding \$ 2,500 or both.
- (c) Officers, agents, first responders. --
 - (1) In this subsection, "physical injury" means any impairment of physical condition, excluding minor injuries.
 - (2) A person may not intentionally cause physical injury to another if the person knows or has reason to know that the other is:
 - (i) a law enforcement officer engaged in the performance of the officer's official duties;
 - (ii) a parole or probation agent engaged in the performance of the agent's official duties; or
 - (iii) a firefighter, an emergency medical technician, a rescue squad member, or any other first responder engaged in providing emergency medical care or rescue services.
 - (3) A person who violates paragraph (2) of this subsection is guilty of the felony of assault in the second degree and on conviction is subject to imprisonment not exceeding 10 years or a fine not exceeding \$ 5,000 or both.

For additional information, you may review this link:

<https://law.justia.com/codes/maryland/2017/criminal-law/title-3/subtitle-2/section-3-203/>

Also, it has been brought to our attention that some copies of the Digest may have incorrect pagination. If you received copies with incorrect page numbering, please contact Jennifer Beskid at 410-875-3525 or via email at jennifer.beskid@maryland.gov.