

## Committee on Criminal Justice

### **HB 601 — Law Enforcement and Correctional Officers**

by Rep. Duggan and others (CS/SB 576 by Community Affairs Committee and Senator Ingoglia)

The bill amends s. 112.533, F.S., to provide that it is the intent of the Legislature to make the process for receiving, processing, and investigation of complaints against law enforcement or correctional officers, and the rights and privileges while under investigation, apply uniformly throughout the state and political subdivisions.

The bill specifies that a political subdivision may not adopt or attempt to enforce any ordinance relating to either:

- The receipt, processing, or investigation by any political subdivision of this state of complaints of misconduct by law enforcement or correctional officers.
- Civilian oversight of law enforcement agencies' investigations of complaints of misconduct by law enforcement or correctional officers.

Any civilian oversight that is operating in violation of the above provisions would be prohibited from operating in such manner after the July 1, 2024, effective date. The bill does not change the process for misconduct investigations for employing agencies, the Criminal Justice Standards and Training Commission, or any criminal investigations based on misconduct by law enforcement officers, correctional officers, or correctional probation officers.

The bill provides a \$5,000 increase to the base salary for each sheriff.

The bill provides that a county sheriff or chief of a municipal police department may establish a civilian oversight board to review the policies and procedures of his or her office and its subdivisions. Boards must be composed of at least three and up to seven members appointed by the county sheriff or chief of a municipal police department, one of which shall be a retired law enforcement officer.

If approved by the Governor, or allowed to become law without the Governor's signature, these provisions take effect July 1, 2024.

*Vote: Senate 32-0; House 81-28*