Status: This version of this part contains provisions that are prospective.

Changes to legislation: Social Security (Scotland) Act 2018, PART 3 is up to date with all changes known to be in force on or before 10 April 2024. There are changes that may be brought into force at a future date. Changes that have been made appear in the content and are referenced with annotations. (See end of Document for details) View outstanding changes

## SCHEDULE 7 EMPLOYMENT-INJURY ASSISTANCE REGULATIONS

### **PROSPECTIVE**

#### PART 3

### FINAL PROVISIONS

# Generality of enabling power unaffected

- Nothing in this schedule, apart from the following provisions, is to be taken to limit what may be prescribed in the regulations—
  - (a) Chapter 1 of Part 1,
  - (b) paragraph 7 in Chapter 2 of Part 1,
  - [F1(ba) paragraph 11A in Chapter 1 of Part 2,]
    - (c) paragraphs 13 and 14 in Chapter 2 of Part 2.

#### **Textual Amendments**

F1 Sch. 7 para. 15(ba) inserted (26.7.2021) by Social Security Administration and Tribunal Membership (Scotland) Act 2020 (asp 18), ss. 13(4)(b), 18(2)(3); S.S.I. 2021/232, reg. 2(g)

## Interpretation

16 In this schedule—

"eligibility" means eligibility for employment-injury assistance, and "eligible" means eligible for employment-injury assistance,

"the regulations" means regulations under section 33(2).

### **Status:**

This version of this part contains provisions that are prospective.

# **Changes to legislation:**

Social Security (Scotland) Act 2018, PART 3 is up to date with all changes known to be in force on or before 10 April 2024. There are changes that may be brought into force at a future date. Changes that have been made appear in the content and are referenced with annotations. View outstanding changes

## Changes and effects yet to be applied to the whole Act associated Parts and Chapters:

Whole provisions yet to be inserted into this Act (including any effects on those provisions):

- s. 81(4C) inserted by 2021 asp 20 s. 2(a)
- s. 85D inserted by 2020 asp 18 s. 2(6)