#### DRAFT STATUTORY INSTRUMENTS

## 2020 No.

## TERMS AND CONDITIONS OF EMPLOYMENT

# The Statutory Parental Bereavement Pay (General) Regulations 2020

Made - - - - \*\*\*

Coming into force in accordance with regulation 1

# THE STATUTORY PARENTAL BEREAVEMENT PAY (GENERAL) REGULATIONS 2020

#### PART 1

#### **GENERAL**

- 1. Citation and commencement
- 2. Application
- 3. Interpretation

#### PART 2

#### **ENTITLEMENT**

- 4. Conditions of entitlement to statutory parental bereavement pay
- 5. Number of weeks of pay
- 6. Options in respect of payment of statutory parental bereavement pay
- 7. Qualifying period
- 8. Notice and evidence requirements for statutory parental bereavement pay
- 9. Cases where there is no liability to pay statutory parental bereavement pay
- 10. Work during period of payment of statutory parental bereavement pay

#### PART 3

#### CONDITIONS OF ENTITLEMENT RELATING TO EMPLOYMENT AND EARNINGS

- 11. Treatment of persons as employees
- 12. Continuous employment
- 13. Continuous employment and unfair dismissal
- 14. Continuous employment and stoppages of work
- 15. Modification for periods of employment between 25 and 26 weeks
- 16. Change of employer

- 17. Reinstatement after service with the armed forces
- 18. Treatment of two or more employers or two or more contracts of service as one
- 19. Normal weekly earnings

#### PART 4

#### PAYMENT OF STATUTORY PARENTAL BEREAVEMENT PAY

- 20. Weekly rate of payment
- 21. Statutory parental bereavement pay and contractual remuneration
- 22. Avoidance of liability for statutory parental bereavement pay
- 23. Payment of statutory parental bereavement pay
- 24. Time when statutory parental bereavement pay is to be paid
- 25. Liability of the Commissioners to pay statutory parental bereavement pay
- 26. Liability of the Commissioners to pay statutory parental bereavement pay in cases of legal custody or imprisonment
- 27. Payments by the Commissioners
- 28. Persons unable to act
- 29. Service of notices

Signature

**Explanatory Note**