

(I) HAVE AN ALLOCATION OF WATER AND WASTEWATER FROM THE COUNTY WHERE ~~THE BUILDING CONSTRUCTION IS PROPOSED~~ WHOSE FACILITIES ARE AFFECTED BY THE PROPOSED BUILDING CONSTRUCTION; OR

(II) SHOW EVIDENCE OF BEING ABLE TO PROVIDE AN ACCEPTABLE ON-SITE SEWAGE DISPOSAL SYSTEM OR WELL SYSTEM UNTIL ~~THE TIME THAT AN ALLOCATION BECOMES AVAILABLE~~ AN ALLOCATION BECOMES AVAILABLE, OR ON A PERMANENT BASIS IF THE STATE ELECTS.

(4) THE COUNTY SHALL TIMELY REVIEW ANY STATE REQUEST FOR AN ALLOCATION OF WATER OR WASTEWATER, AND REPORT ITS FINDINGS TO THE STATE WITHIN 45 DAYS FROM THE DATE OF SUCH REQUEST.

(c) To apply for a building permit, an applicant shall:

(1) Submit an application to a State or local authority on the form that the authority requires; and

(2) Provide any information that the authority reasonably requires to comply with subsection (b) of this section.

(d) (1) A State or local authority may not record or approve a subdivision plat unless any approved facility for conveying, pumping, storing, or treating water, sewage, or solid waste to serve the proposed development would be:

(i) Completed in time to serve the proposed development; and

(ii) Adequate to serve the proposed development, once completed, without overloading any water supply system, sewerage system, or solid waste acceptance facility.

(2) Each water supply system, sewerage system, and solid waste acceptance facility in a subdivision shall:

(i) Conform to the applicable county plan; and

(ii) Take into consideration all present and approved subdivision plats and building permits in the service area.

(3) IF AN ALLOCATION OF WATER OR WASTEWATER IS NEEDED, AND BEFORE A STATE OR LOCAL AUTHORITY MAY RECORD OR APPROVE A SUBDIVISION PLAT, THE STATE SHALL:

(I) HAVE AN ALLOCATION OF WATER AND WASTEWATER FROM THE COUNTY WHERE ~~THE DEVELOPMENT IS PROPOSED~~ WHOSE FACILITIES ARE AFFECTED BY THE PROPOSED DEVELOPMENT; OR

(II) SHOW EVIDENCE OF BEING ABLE TO PROVIDE AN ACCEPTABLE ON-SITE SEWAGE DISPOSAL SYSTEM OR WELL SYSTEM UNTIL ~~THE TIME THAT AN ALLOCATION BECOMES AVAILABLE~~ AN ALLOCATION