- POST WHERE EMPLOYEES CAN READ EASILY -- VIOLATORS SUBJECT TO PENALTIES – Official Notice EL CERRITO MINIMUM WAGE RATE

\$17.92 Per Hour Effective Date: January 1, 2024

Beginning January 1, 2024, an employee who performs **at least two (2) hours** of work in a particular workweek *within the geographic limits of the City of El Cerrito* must be paid wages of not less than **\$17.92 per hour.** This minimum wage rate applies equally to all employees, regardless of the size of the employer.

The minimum wage requirements set forth in the El Cerrito Minimum Wage Standards Ordinance, El Cerrito Municipal Code Chapter 6.95, apply to any employee (part-time or full-time) who performs work within the City of El Cerrito (tips may not be counted toward payment of the minimum wage). Starting in January 2020, the City will adjust the rate annually based on the Consumer Price Index.

Under the Ordinance, employees who assert their rights to receive the City's minimum wage are protected from retaliation. An employee or any other person may report to the City any suspected violation of the Minimum Wage Standards Ordinance. The City will investigate possible violations, will have access to payroll records, and will enforce violations of the minimum wage requirements by ordering reinstatement of employees, payment of back wages unlawfully withheld, and penalties. Employees may also file a civil lawsuit against their employers for any violation of the Ordinance. The full ordinance is available online at **www.el-cerrito.org/wages**.

This notice must be posted in accordance with the requirements of El Cerrito Municipal Code Section 6.95.060. If you have questions, need additional information, or believe you are not being paid correctly, please contact your employer or the City of El Cerrito's Office of the City Manager:



City of El Cerrito Minimum Wage Compliance Program 10890 San Pablo Avenue El Cerrito CA 94530 Telephone: 510-215-4302 E-Mail: wages@ci.el-cerrito.ca.us

Language interpretation available by arrangement