

All work listed in the North Carolina Technical Building Codes requires permits unless otherwise stated by North Carolina General Statute 160D- 1110 (permits that are not required per NCGS are outlined in the appropriate sections below). Inspections are required per North Carolina Administrative Code section 107.1.



North Carolina Residential Code

Regulates detached single-family homes, duplexes, and townhomes (three stories or less).





North Carolina Building Code

Regulates everything except detached single-family homes, duplexes, and townhomes.



The following lists follows the code identifiers in relation to the permit. I.E. an apartment re-model will be a commercial building permit.



Some permits listed as "Not Required" may be required if located within the Fire District.



Not required does not negate any other law, regulation, or ordinance that may govern the project.



Commercial projects require a plan review before permits are issued.



The City of Fayetteville does a quasi- plan review for residential.



ayettevillenc.gov/permits 910-433-1707

433 Hay Street | Fayetteville NC 28301

Licensed Contractor Search

Use the "license search" function on the websites below to find licensed contractors in your area

NC General Contractor's License Board:

- www.nclbac.ora

NC State Board of Examiners of Plumbing, Heating, & Fire Sprinkler:

- nclicensing.org

NC Electrical Contractor's License Board:

- www.ncheec.org

NC Refrigeration License Board:

refrigerationboard.org/

NCIrregations Contractor License Board:

www.nciclb.org/

NC Architect License Board:

- www.ncbarch.org/

Training Resources

Visit for a video library covering important portal functions to make your project experience a breeze

- fayetteville.idtplans.com/secure/client/training-re-

Scan QR Code Below for the E Developmental Portal







Commercial Permit Required List



This document is for guidance only and is subject to change upon legislative and/ or state code changes. Each project has its own unique circumstances and may change if a permit is required or not. This is not an all-inclusive list.







- Footings: Yes. Repairs require a structural engineer document on how to repair.
- → Foundation: Yes. Repairs require a structural engineer document on how to repair.
- Slab: Yes. Repairs require a structural engineer document on how to repair.
- → Floor: (structural and flooring) Yes: Repairs require a structural engineer document on how to repair if repairing floor girders. Floor coverings (carpet, tile, ETC.): Yes
- Decks: Yes. Repairs to the structural framing: Yes. Repair/ replacing flooring boards: Not Required
- Roof: Permits are required for any load-bearing or structural system. Repairs to the load-bearing structural system requires a structural engineer document on how to repair.
- → Walls: (load-bearing) Yes: The inspections department may require a structural engineer document on how to repair depending on wall construction or significate damage (I.E. balloon framing, fire-rated wall, vehicle impact, ETC.).
 - -Permits are not required if it is a non-load bearing wall and total construction costs of project is \$40,000 or less. Any mechanical, electrical, or plumbing in the wall will require a permit for the relevant work and a building permit for the wall.
- → Roof Coverings: If new construction or addition, yes. If replacing roof covering and total construction cost is \$40.000 or less. no
- Retaining Walls: Yes if <u>one</u> of the following applies and must be engineered:
 - -Height of 60 inches or more
 - -Retains 60 inches or more of backfill
 - -Crosses property lines
 - -Supports a building or accessory structure. Support refers to either building is on the wall or within its load retention area.



- Windows and Doors: Yes; Replacements, No -Permit is required for replacement if any of the following
 - applies:
 - -Fire-rated wall or assembly,
 - -Door/ window is an accessible egress element,
 - -Door/ window requires safety glazing
- Fence: Building permit is not required however, a Zoning permit is.
- **Paint:** Only required if part of a fire-rated assembly/ wall or bathroom.
 - -Exterior paint in historic district will require a Certificate Of Appropriateness
- + Accessible Parking: Yes
- + Electrical Wiring: Yes
- + Electrical Conduit: Yes
- + Electrical Service Upgrade/ Repair: Yes
- + Electrical Panel Boxes: Yes
- **Electrical Devices:** (receptacles, switches, lighting fixtures) Yes
 - -Replacements do not require a permit if installed by a NC licensed electrical contractor.
- Parking Lot and Outside Lighting: Yes
- + Electrical Fuses and Breakers: Yes
 - -A permit is not required if replacement is installed by a NC licensed electrical contractor.
- + Solar Panels: Yes
- + Generator: Yes
- + Exhaust Fans: Yes
- + Commercial Cooking Hoods: Yes
- **†** Commercial Cooking Appliances: Yes
- + Heating and Cooling Appliances: Yes
- + Heating and Cooling Zone Dampers, VAV, and Duct Heaters: Yes
- + Heating and Cooling Ductwork: Yes
- + Heating and Cooling Smoke Duct Detectors: Yes
- + Outside Air for Building: Yes

Commercial Permits

- + Gas Appliances: Yes
- Gas Piping: Yes
- + Radiator Piping, and Radiator: Yes
- + Hydronic Piping: Yes
- + Hydronic Appliances: Yes
- Plumbing Irrigation Backflow Device: Yes
- + Plumbing Water and Sewer Backflow Prevention Device: Yes
- + Plumbing Water Piping: Yes
- + Plumbing Drain, Waste, and Venting Piping: Yes
- ♣ Water Heater: Yes
- + Fire Sprinkler Systems: Yes
- Fire Alarms and other Fire Prevention Systems: Yes
- → Signs: Ground signs 6 feet or over and Pole signs require a building permit and any electrical will require an electrical permit. Zoning permits are required for <u>all</u> signs. Any increase to the load or damage to the foundation or structural system of a sign will require an engineer document.



- -Water Wells are regulated by local health department
- -Septic tanks are regulated by local health department
- -Commercial Boilers are regulated by the North Carolina Department of Labor
- -Elevators are regulated by the North Carolina Department of Labor









