

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.

Contact Us

Fayettevillenc.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.nclbgc.org/

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

- nclicensing.org/

NC Electrical Contractor's License Board:

- www.ncbeec.org/

NC Refrigeration License Board:

- refrigerationboard.org/

NC Irrigations 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-resources

Scan QR Code Below for the
E Developmental Portal



Residential 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.



Residential Permits

- + **Footings:** Yes. Repairs require a structural engineer document on how to repair.
- + **Foundation:** 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.): Not Required
- + **Decks:** Yes. Repairs to the structural framing: Yes. Repair/ replacing flooring boards: Not Required
- + **Walls:** (load-bearing) Yes: The inspections department may require a structural engineer document on how to repair depending on wall construction (I.E. balloon framing, fire-rated wall, vehicle impact, ETC.).
-Permits are not required for non-load bearing walls, where the total cost of complete construction for the 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:** Permits are required for any load-bearing or structural system. Repairs to load-bearing structural system requires a structural engineer document on how to repair.
-Roof covering replacements with a total project construction cost of \$40,000 or less and is not new or an addition.
- + **Retaining Walls:** Yes if one of the following applies and must be engineered:
-Height of 48 inches or more
-Retains 48 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.
- + **Insulation:** Yes
- + **Windows and Door replacement:** No
-Permit is required if window/ door replacement requires wall to be re-framed.

- + **Fence:** Building permit is not required however, a Zoning permit is.
- + **Paint:** Only required if part of a fire-rated assembly/ wall.
-Exterior paint in historic district will require a Certificate Of Appropriateness
- + **Exterior Siding:** Not required unless required to be fire-resistance rated.
- + **Electrical Wiring:** Yes
- + **Electrical Service Upgrade/ Repair:** Yes
- + **Electrical Panel Boxes:** Yes
- + **Electrical Devices:** (receptacles, switches, lighting fixtures) Yes
-A permit is not required if it is a replacement being installed by a NC licensed electrical contractor and does not increase in electrical rating or capacity.
- + **Electrical Fuses and Breakers:** Yes
-A permit is not required if replacement is installed by a NC licensed electrical contractor.
- + **Solar Panels:** Yes, requires plan review
- + **Generator:** Yes
- + **Exhaust Fans:** Yes



Residential Permits

- + **Heating and Cooling Appliances:** Yes
 - + **Heating and Cooling Ductwork:** Yes
 - + **Gas Appliances:** Yes* (see water heater)
 - + **Gas Piping:** Yes
 - + **Residential Boiler, Radiator Piping, and Radiator:** Yes
 - + **Residential Fire Sprinklers:** Yes
 - + **Plumbing Irrigation Backflow Prevention Device:** Yes
 - + **Plumbing Water and Sewer Backflow Prevention Device:** Yes
 - + **Plumbing Water Piping:** Yes
-Repairs do not require a permit if performed by a NC licensed plumbing contractor.
 - + **Plumbing Drain, Waste, and Venting Piping:** Yes
-Repairs do not require a permit if performed by a NC licensed plumbing contractor.
 - + **Water Heater:** Yes
-A permit is not required for replacing a water heater if all of the following are met:
 - i. Installed by licensed plumbing contractor and a licensed electrical contractor (if applicable),
 - ii. No change in energy use rate or thermal input is not greater than the water heater being replaced,
 - iii. No change in fuel or energy source,
 - iv. No change in location,
 - v. No change in capacity,
 - vi. No change in routing or size of venting and piping and,
 - vii. Must meet the requirements of current code
- Liquid Propane tanks are regulated by the North Carolina Department of Agriculture*
-Water Wells and Septic tanks are regulated by local health department