

Permits Are Needed For:



City of Dover

Department of Inspections & Planning

When do you need a Building, Mechanical or Plumbing Permit?

Any new buildings, additions or changes to existing buildings, fences, pools and some repairs, other than some specific exclusions, require building permits.

The City of Dover Building Code contains regulations for Building Permits for new construction and/or modifications to existing buildings.

Basically..... If you are going to build something or change anything...... Please ask if you need a building permit before you start construction.

The Building Code Requirements

Building Code - SECTION 105 PERMITS

105.1 Required. Any owner or authorized agent who intends to construct, enlarge, alter, repair, move, demolish, or change the occupancy of a building or structure, or to erect, install, enlarge, alter, repair remove, convert or replace any electrical, gas, mechanical or plumbing system, the installation of which is regulated by this code, or to cause any such work to be done shall first make application to the building official and obtain the required permit.

Building Permits:

- Commercial and other Non-Residential Buildings
- Residential Buildings Including: Single Family Townhomes Duplexes Apartment Buildings
- Commercial or Residential Accessory Buildings Garages, Pole barns, Sheds, Gazebos
- Additions (Commercial or Residential) Rooms, Garages, Decks
- Fences
- Pools and Hot tubs (more than 24" deep)
- Siding
- Roofing when replacing any of the roof sheathing or when changing the roofing material (i.e. wood to asphalt shingles)
- Structural renovations
- Windows and Exterior Doors
- Elevated patios Higher than 7 3/4 inches.
- Demolition of a Building or Part of a Building.

What doesn't require a building permit?

Permits are <u>not</u> needed for – Painting, papering, tiling, carpeting, cabinets, countertops and similar finish work or for movable cases, counters, moveable partitions not over 5 feet 9 inches in height and repairs as defined below.

Repairs: Repairs do not include the cutting away of any wall, partition or portion of it, removing or cutting any structural beam or load bearing support, or removing or changing any required exits, or rearrangement of parts of a building affecting exit elements. Ordinary repairs do not include addition to, alteration of, replacement or relocation of any, water supply, sewer, drainage, drain leader, gas, soil, waste vent or similar piping, electric wiring or mechanical or other work.

Plumbing Permits:

Permits <u>will be</u> required for the following: New installations, additions, alteration of, removal or conversion of any existing Water, Drainage, or Gas Piping, Fixtures, Water Heaters, Water Supply and Distribution (including irrigation systems), Sanitary Drainage, Traps and Grease Interceptors.

<u>Exempt work</u>. The following work is <u>exempt</u> from permits:

- 1. No permit shall be required or fee assessed for the replacement of an existing fixture, piece of equipment or related piping, including hot water heaters and water conditioning systems.
- Stopping of leaks in drains, water, soil, waste or vent pipes except if any concealed trap, drainpipe, water, soil, waste or vent pipe becomes defective and must be removed and replaced with new material, it is considered new work, a permit is needed and inspection required.
- 3. The clearing of stoppages or the repairing of leaks in pipes, valves or fixtures, and the removal and reinstallation of water closets, if the repairs do not involve or require the replacement or rearrangement of valves, pipes or fixtures.

Mechanical Permits:

New installations, replacement, alteration of, removal or conversion of any Heating or Cooling Appliance or Mechanical System, <u>Gas</u> fireplaces, Chimneys, and Solar Panel installations.

<u>Exempt</u>: Solid Fuel (firewood, pellet, corn, etc) Stoves, Portable heating, ventilation or cooling appliances, piping or parts within any equipment which does not alter the approval of the equipment or make it unsafe.