



MECHANICAL PERMIT REQUIRED

California Mechanical Code (CMC) Section 112 - Permits

112.1 Permits Required. Except as permitted in Section 112.2, a mechanical system regulated by this code shall not be installed, altered, repaired, replaced or remodeled unless a separate mechanical permit for each separate building or structure has first been obtained from the building official.

112.2 Exempt Work. A mechanical permit shall not be required for the following:

1. A portable heating appliance, portable ventilating equipment, portable cooling evaporative cooler.
2. A closed system of steam, hot or chilled water piping within heating or cooling equipment regulated by this code.
3. Replacement of any component part or assembly of an appliance which does not alter its original approval and complies with other applicable requirements of this code.
4. Refrigerating equipment which is part of the equipment for which a permit has been issued pursuant to the requirements of this code.
5. A unit refrigeration system.

112.3 Exemption from the permit requirements of this code shall not be deemed to grant authorization for work to be done in violation of the provisions of this code or other laws or ordinances of this jurisdiction

COMMON MECHANICAL PERMIT REQUIREMENTS

Permits Required - Permits are required for:

- new or replacement heating units (forced air, floor furnace, wall furnace etc.), and air conditioning units including compressors, and new bath or kitchen ventilation fans.
- Commercial kitchen appliances and Type I or II commercial hoods.
- New, replacement, or alteration of a factory built chimney or fireplace.

Exempt From Permits - Permits are not required for:

- Plug-in, portable heating, cooling, or ventilation units.
- Replacement of plug-in, portable domestic ranges, stoves, refrigerators and humidifiers.
- Service, including replacement of parts and assemblies on an existing unit or appliance that complies with the original approval such as replacement of a manifold, a control unit or a motor.