

FAQ Private Water Systems
Contractor Registration: Ohio Administrative Code (OAC) 3701-28-18
June 2011

See also information on private water systems contractor registration on this website.

Question:

- 1. When is a homeowner required to obtain a private water system contractor registration?**

Answer:

Homeowners are required to obtain a registration to do work on private water systems that require a new permit, alteration permit, or sealing permit. Homeowners are exempt from the surety bond requirement. A home owner is not required to get registered to do repairs such as replacing a pump or pressure tank.

Question:

- 2. Are landlords of rental homes, apartment buildings, and businesses that use private water systems required to be registered as private water system contractors to work on the private water systems on the properties that they own?**

Answer:

Yes. If landlords are constructing or repairing a private water system at locations that they own or manage other than the dwelling house where they reside, it is regarded as a part of that business and they are required to obtain a registration as a private water system contractor with the Ohio Department of Health. Landlords are exempt from the surety bonding requirement.

Question:

- 3. If a homeowner contacts ODH to become registered to install a sand-point well, what information will they need to provide your agency in order to become registered?**

Answer:

We would offer the homeowner the advice that unless his property is that rare location where conventional drilling methods will not work that there is no point in his getting registered because a point well will not be permitted according to 3701-28-10(B).

Question:

- 4. Do general contractors who build homes to sell need to become registered and bonded?**

Answer:

Yes. If it is the business of the general contractor to build a home to sell it and they work on the private water system of that home they must get registered with the Ohio Department of Health and obtain a surety bond.