## **SONOMA ISLES HOMEOWNERS PARKING REGULATIONS**

Parking is permitted on alternating sides of the street as following:

ODD side of street: January, March, May, July, September, and November. EVEN side of the street: February, April, June, August, October, and December.

Odd and Even side of the street are denoted by the house number and must be in the DIRECTION OF NORMAL TRAFFIC FLOW.

Overnight parking for guests is permitted at the clubhouse parking lot only. Vehicles must have appropriate parking form visible and displayed on the dashboard. Parking permits may be obtained from the property manager's office during regular office hours or printed by the homeowner from Sonoma Isles HOA website under resident documents. Absence of a permit will result in a warning, fine and possible towing at the owner's expense, based on the discretion of the HOA.

- Overnight street parking is not permitted from 1:00 AM to 6:00 AM daily.
- Signage will be posted at the guest entrance indicating parking rules.
- No parking on the interior portion (around the center) of a cul-de-sac or within 30 feet of ANY stop or yield sign.
- Blocking or parking within 15 feet of fire hydrants is prohibited by law and will result in towing at the owner's expense and HOA levied fines if applicable.
- Vehicles are not permitted to block sidewalks, driveways, or park on any grass areas.
- Homeowners are responsible to direct *guests* and contractors to approved parking areas and forany damages incurred by improper parking.
- Commercial vendor vehicles of any kind shall be permitted to be parked on a residential
  parcel for a period of no more than twelve (12) daylight hours unless such vehicle is required
  to be used in the actual construction or repair of a structure or for grounds maintenance.
  Commercial vendor vehicles are not permitted to be parked in the common areas
  overnight.
- PODS or any other form of temporary storage must not exceed 7 days (or longer without Property Manager approval.)
- No parking in Utility Easements