**VEHICLES & PARKING**

1. **Parking is not permitted on any unpaved areas. Any and all damages caused by any vehicle to lawns, shrubs, curbs, trees, mailboxes, signage, etc., by an owner, their guests or their tenants, shall be to the cost of the Unit Owner.**
2. **No repairs or maintenance of motor vehicles shall be performed on any common or limited common elements, except that residents may use their own driveways to wash and clean their vehicles.**
3. **Vehicles, listed below, are prohibited from parking anywhere on the property, other than a garage; unless actively engaged in the performance of services within Indian Field HOA.**
4. **Panel trucks**
5. **Limousines**
6. **Vans without windows**
7. **Vehicles exceeding 20 feet in length**
8. **Vehicles with expired or missing license plates**
9. **Boat trailers and boats**
10. **Recreational vehicles**
11. **Mobile homes**
12. **Vehicles with car covers**
13. **Vehicles with commercial lettering and/or plates**
14. **Vehicles containing business apparatus (i.e.-plows, ladders, tools)**
15. **Vehicles with ‘for sale’ signs or other signage**
16. **Guest parking shall be available in the designated lined parking areas throughout the complex. Unit owners and tenants of unit owners shall not park in areas designated for guest parking.**
17. **Vehicles may not be stored in the lined guest area parking or overflow areas. A vehicle not moved after a period of 3 consecutive days or 72 hours will be considered a ‘stored vehicle’ and will be towed at the owner’s expense and liability.**
18. **The speed limit on Forest Hill Way is posted and enforced at 25 mph and on all secondary streets is 15 mph.**
19. **The clubhouse parking lot is for use by residents of Indian Field HOA only during business hours: no vehicle shall be kept overnight without the permission of The Association.**
20. **Any vehicle parked in violation of these parking rules may be towed and stored at the homeowner’s expense, including vehicles belonging to the homeowner’s tenants and guests.**