

# CENTRAL MURRAY & GOLDEN RIVERS FOOTBALL NETBALL LEAGUES



14 August 2025

## MEDIA RELEASE

### Central Rivers Board Moves Forward with Club Transfers for 2026

**\*For Immediate Release\***

The Central Rivers Board have today advised AFL Central Victoria of its intention to progress with the proposed transfers of Hay, Moulamein, Murrabit, and Wandella into the Central Murray Football Netball League (CMFNL) from the 2026 season, in line with the AFL Victoria State Transfer Regulations.

This decision, passed at last night's Board meeting, has been communicated with the next steps now lying with AFL Victoria and the Region Council for consideration and approval.

#### **Supporting Strong and Sustainable Clubs**

Should the transfers be approved, the Board will develop minimum criteria for *all* clubs, both existing and transferring, to ensure they are positioned to compete strongly and sustainably.

A reporting process will also be implemented, with clubs required to provide retention and recruitment data to demonstrate readiness for the 2026 season. The Board will continue to work closely with clubs to provide guidance and support throughout this process.

#### **Planning for Season 2026**

In conjunction with the Board and the Leagues' Manager, clubs will be consulted on the operational structure for 2026, helping shape the future. A review will be conducted mid-2026 to assess whether any adjustments are required.

#### **League Branding**

Following consultation with clubs, the Board has confirmed that the *Central Murray Football Netball League* name and branding will be retained at this stage.

#### **Commitment to Collaboration**

"We thank all clubs and stakeholders for their patience and cooperation throughout this journey so far," the Board said in a statement. "We look forward to working together to ensure the long-term success and sustainability of our competition."

**\*Ends\***

Contact: Jessie Chester  
E: [jessie.chester@aflcentralvic.com.au](mailto:jessie.chester@aflcentralvic.com.au)