d. After the last free throw following a double foul, in the following manner:

Each jumper shall stand with both feet in the area inside the 15-foot radius circle. The referee shall then toss the ball upward between the two jumping players, to a height greater than either of them can jump and so that it will drop between them. The ball must be tapped by one or both of the jumping players after it reaches its highest point. If it touches the floor or ground without being tapped by at least one of the jumpers, the referee shall put it in play again in the same place.

Sec. 5. The jumping players must not tap the ball before it reaches its highest point. Neither jumper may tap the ball more than twice, after which neither may touch the ball again until it has touched one of the other eight players, the floor, ground or the basket. Under this provision four taps are possible, two by each jumper. When a jump ball takes place in the 15-foot radius circle, all players except the jumpers shall remain outside of the 15-foot radius circle and inside the larger peripheral circle bounding the 15-foot radius circle, until the ball has been tapped. Infraction of this clause is normally a violation (award of ball to opponents out of bounds) but repeated infraction may be penalized as delay of the game.

Sec. 6. When the ball is tossed up between two players in the larger peripheral circle, all players except the two jumpers shall remain outside of the larger peripheral circle and inside of the smaller peripheral circle until the ball has been tapped. Infraction of jumping rule identical with Sec. 5.

Sec. 7. After a goal from the field or after a free throw, whether made or missed, the ball remains in play and play is interrupted only by the referee's whistle calling attention to a violation or to a foul.