3D Animation Using Blender 2.7 - Topics - Fluid - Freeze

If you want the fluid to freeze the frame at the end, go to that frame where the water looks the way you want, duplicate the domain, then Apply the Fluid Modifier. In some versions of blender (such as 2.73a) you will have to Save, close blender, then reopen the file, otherwise Blender will crash when you go to a frame before the freeze.

If you wanted to freeze the fluid then continue, you would have to change the frame numbers of the files starting at the freeze so that there are none numbered for during the freeze and then the remaining ones are renumbered starting at the frame after the freeze.